FILLING IN THE GAPS FOR OLD SCHOOL GAMERS

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Fall
2016
Issue 13

Character Races

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a mixture of old and new

Cranford's Tale
not going where you expect

BONUS ARTICLE

Faerie Magic
the conclusion!

Persistent Paladin Problems
toughest class to run

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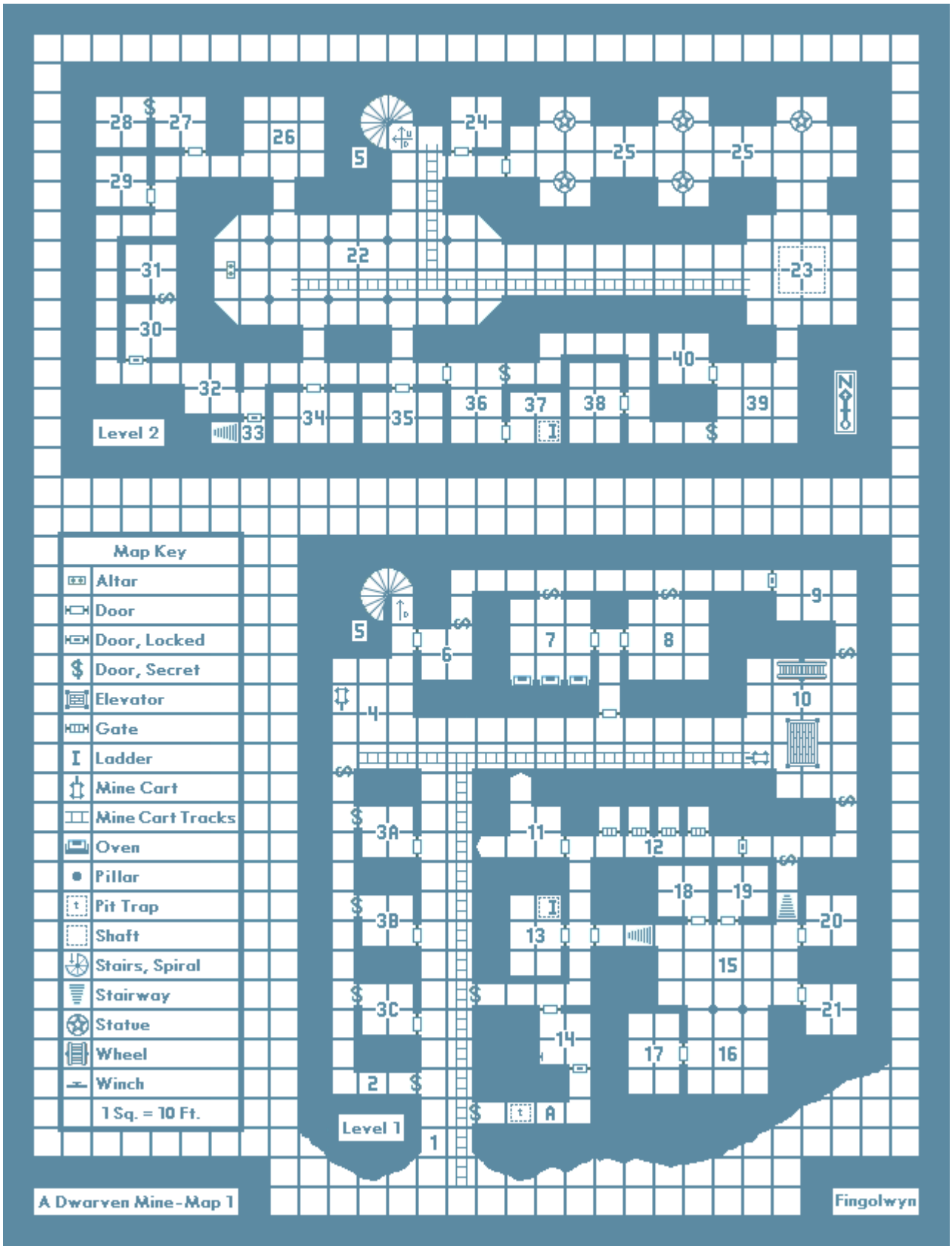
Map 1: Dwarven Mine #1

by M. W. Poort (AKA Fingolwyn)



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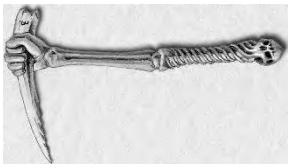

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The theme of this quarter's magazine is

Character Races

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Featured Artist

This month's cover artist is Chris Letzelter, whose art graced the covers of *Issue 11*.

This issue's cover artist is Chris Letzelter:

In 1965 an unexpected meeting led to me meeting the world nine months later. Within thirteen years I was the owner of a *Holmes D&D* boxed set, quickly climbing the ladder to *Advanced D&D* the next year.

After nine years heavily saturated in fantasy role-playing I put it away to be a father and husband, only occasionally bringing out some hand-made maps and dungeons to reflect wistfully upon.

Fast-forward twenty-three years and my best friend from high school talks me into getting out the books and dice for our kids to try with us. I got sucked right back into the game.

I'm an Art Director by day now working for the government, a prop maker every once in a while, and find that *AD&D* has taken over much of the rest of my life. When I'm not designing my own dungeons I'm doing cartography or illustrations for someone else.

Interior Art

Since our first issue, & Magazine has featured fantasy artists and given them a place to strut their stuff. This issue's artists are:

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& Musings

by Bryan Fazekas

Thoughts from the chief editor

Last fall *Dragonsfoot* published *The Stele of the Silver Thane*, an adventure by Greg Daley for *very careful 1st or 2nd level characters*. What's interesting about this? Well, look at the masthead:

- John Fredericks, longtime supporter of *& Magazine* as an artist and author, supplied the cover and interior art.
- Del Teigeler, *& Art Director*, supplied interior art.
- Andreas Claren, *& Cartographer*, drew the maps.
- Ron Redmond, *& PR Director*, proofed the module.
- Bryan Fazekas (me) did the layout.

This is fraternization with the enemy, right? Right?

I had someone say that to me a couple of years ago, and they were serious. Wow. I don't get that POV.

Look at the masthead of issue 23 of *Footprints*. You'll note Ron Redmond is an editor, and Andrew Hamilton (*& Senior Editor*/frequent contributor), Ian Slater (*& Editor*/frequent contributor), and Leon Baradat (*& Submissions Administrator*/contributor) are authors. *& Magazine* Issue 10 has two articles by Stuart Marshall (*OSRIC v2*). Steve McFadden (chief editor of *Footprints*) and I exchange periodic emails discussing things of interest and providing honest feedback to each other (my byline has appeared in *Footprints* in the past and will again in the future). This list doesn't include that the *& Publishing Group* forum is hosted on *OSRgaming*.

What we are is a fraternity, comrades-in-arms, workers in the ongoing effort to keep old school gaming alive, and passing it on to future generations.

On a slightly different note ... The collective & team has been off its game the past year, but we are getting back on track! We anticipate publishing Issue 14 in December, and are focused on resuming the quarterly magazine releases. In addition, we have other publications in the works that need to be finalized. No firm word on these other publications — yet — but we will publish advance notice as soon as we have firm publications dates.

Please note that the themes schedule is still our planning tool, and the web site has been updated, and will continue to be updated. Please stay tuned!

http://www.and-mag.com/submissions/upcoming-magazine-themes/

On a sad note Del Teigeler, our Art Director, is moving on to concentrate on his art. Never fear, his art still graces our pages, but he's stepping down as director.

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Scattered throughout **&** are new magic items!

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Brown Elves – Player Character Race

by the Goblin's Henchman

No more than a few thousand of these elves exist, having communities deep within the *'Twilight Forest'*. They have many names, such as Cave Elves, Twilight Elves, Bronzed Elves, Webless Ones, FreeDrow, the Unslaved, but most universally they are known as the Brown Elves.

For the most part they look like Gray Elves (e.g., gold or silver hair with amber or violet eyes), but have a much darker complexion, typically having a chestnut brown skin tone.

Origins

Brown Elves are a young race by elven standards, being but a few millennia old. Their origins stem from the Underdark. There have always been renegade male Dark Elves who have fled their clans rather than face Lolth's (known to them as '*She*') drider testing ritual. Over time some fortunate runaways managed to gather together and form into small wandering bands for protection. Eventually, some of these bands managed to reach the upper surface in a remote area where mountain caves opened up into deep and dark forests. The continuous twilight conditions and isolated location suited the newcomers to the surface, who formed communities in the cave entrances. Living in caves, they had two domains to explore. On one side was a virgin forest (known as the 'near') and its safety from *She*, and on the other side the Underdark (known as the 'far') with its associated dangers.

The first self-sustaining colonies of Brown Elves formed when these bachelor communities of drow merged into and interbred with an isolated group of Gray Elves. Brown Elves do not speak of that time. Due to their Grey Elf heritage, Brown Elves are not adversely affected by direct sunlight, but do much prefer dappled shade.

Class, Attributes and Abilities

Attributes and Abilities - Brown Elves have the same abilities, attributes and bonuses as Gray Elves; see *AD&D Unearthed Arcana* (*UA*, page 10), which in turn refers to the *Players Handbook* (*PHB*, page 16). Those attributes and abilities are the same for standard elven characters, and so are not repeated here. The main exception is that Gray Elves get +1 to their intelligence attribute, rather than the standard modifiers to dexterity and constitution.

Classes - they have the same class options as Gray Elves (*UA*, page 7), except they may <u>not</u> be clerics and cannot multi-class. Therefore, a Brown Elf may be a druid, fighter, cavalier, ranger, magic-user, thief, acrobat, or assassin. Of course, they must have the requisite ability scores to qualify first.

Clerics - the main force that drives their culture is a deep ingrained fear of *She*. Rightly so, as the 'Spider' and her agents seek them continually, but have not found their sanctuary. *She* would unleash her worst on them if *She* ever found them, loving nothing better than to enslave and 'drider' them all. Clerics are strictly forbidden, with the thought of female clerics being an utter abomination.

Druids - now fulfill most ceremonial roles and do their best to act as healers.

Bards - Oddly, Brown Elves may become bards, but must train to be a bard at the first opportunity it is available (e.g., when they reach 5th level as a dual-class thief). When this happens, they must retire to their homeland to train as a bard, feeling an irresistible desire to return. Once home they never venture out again and the character has in effect retired.

Level Restrictions - they have the same level restrictions as Drow (*UA*, page 89), inclusive of the Drow gender limitations on class level. Alternatively, the simplified class-level table below could be used:

Table: Level Limitations by Class and Gender

Primary Ability score	Druid	Fighter (M/F)	Ranger	Magic-User (M/F)	Thief	Assassin (F only)
> 17	U	8 /10	6	12 /5	U	10
17+	U	10 /12	8	13 /7	U	12

Innate Abilities - their Deity (see below) has bestowed upon the race the innate ability of *Animal Friendship* (*PHB*, page 54). From their Drow heritage they also gain the following additional innate spell casting abilities when they reach the prescribed level (in any class): 3rd level cast *Darkness 5'*; 4th level cast *Detect Lie*; 5th level cast *Detect Magic*; and 7th level cast *Levitate*. However, no matter how many of these innate abilities they gain, they may only use two of those abilities in a day, and each one of those only once in that day.

Money and Possessions - due to their particular view on wealth (more on that later), Brown Elves have the same possession and wealth restrictions as paladins (*PHB*, pages 22-24), which are not repeated here in full. In summary, they may only have a limited number of items and all excess money must be given to support their deity's best interests.

Racial Castes

There are several castes of Brown Elves, all of equal rank.

'**Near Elves**' (of lightest skin tone) guard the woody border of their habitat and conceal what lies deeper within. These are often mistaken for the more 'normal' kinds of elves.

'**To Elves**' make up the greater body of the society, and have a chestnut brown skin tone, and tend to live in the heart of their habitat.

'**Far Elves**' (of darkest skin tone) occupy and guard the cavernous border of their territory.

Finally, there is also the '**Black Guard**' (or dark watchers/sentinels) who are true Drow and not really Brown Elves at all (i.e. they have recently been saved from *She* and are Drow runaways). These free Drow act as scouts and frequently venture deep into the Underdark. They are the vanguard at the most dangerous border of the Brown Elf domain. They help to save and channel runaway Drow to the safety of the Brown Elf territory.

This group tends to be among the most fanatical defenders of the Brown Elves, and often attain the highest levels. Such free Drow cannot be fooled by an imposter Drow pretending to be on the run from *She.* Only the Black Guard really know the true terror of *She* and her minions. If in doubt they kill. They also have a *'ritual'* that only they know, and that no true believer of *She* would ever transgress, for if they did, they would never be able to return back to her. The Black Guard are respected, even revered, and are free to mingle with the rest of Brown Elf society, and will eventually be assimilated into it (if they so desire).

Their Deity

The Brown Elves have long turned their back on *She* and indeed all elven gods, and in their wilderness have embraced **Pan,** the deity of nature and wild passion (*AD&D Legends & Lore*, page 68). They are chaotic neutral or true neutral in alignment, with a small percentage being lawful neutral. They are never evil or indeed good.

Hunting, fertility, freedom and music are very important to them. Money, possessions and power hold no importance to them at all.

While they are very close to nature they are not sentimental; they still have the ice-cold instincts of the Drow within them, and they see nature as *'red in tooth and claw'*. For example, they would not think to save a fawn deer from a pack of wolves. Nature plays no favorites and neither do they.

Laws and Leadership

They keep no jails, considering themselves a breed of freed slaves, and will never bind any living being. Killing is seen as a kinder punishment than imprisonment, and

so death is often the sentence given for even minor crimes. Detaining someone for a short period of time is not seen as an imprisonment.

Leadership exists in their society in a loose fashion, but is viewed as a great burden. If anyone wants to be a leader of any group, then the current leader will usually and without hesitation (and with some relief) stand aside. They know that another Brown Elf would only do so under great reservation and need. The idea of 'saving face' does not really exist in their culture.

Spiders and Parasites

Brown Elves simply love anything that is small and flies. Hummingbirds and crane flies are much loved.

Spiders of any kind are not tolerated at all (and simply cannot be found in their domain), and the same holds for any creature that drinks the living blood of another (e.g., stirges, vampires etc.), or keeps another creature alive while they eat it. Driders are the greatest sorrow to the Brown Elves and they will kill them on sight; such a killing is seen as the kindest of mercy.

A broken (or empty) web is a common motif in their culture, especially on armor. Small flying insects are often used as their symbol too, especially the humble forest fly.

Farming is seen as a great cruelty, and parasitic in nature, and so they will never willingly eat anything farmed, not so much as a drop of cow's milk. Humans are often derogatorily referred to as 'beast-slavers'. Brown Elves hunt and gather, eating only food that has had a free life, and even in the most inhospitable environments (including urban areas), they can find enough food and drink for themselves.

Trades (smiths, cobblers, tailors, etc.) are also viewed as parasitic in nature, as these tradesmen cannot do so much as feed themselves. This view applies especially to stately lords that do no true work.

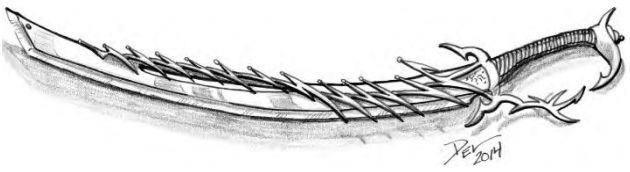
Brown Elves are personally able to make and mend everything they need including their own weapons and armor. Some travelling beyond their borders have become accustomed to money as a means to an end, a bit like any other tool, but they will not accumulate wealth. In that way, they behave like paladins in respect of money and possessions. Adventuring is seen as an unusual if not noble pursuit.

The Unmentionable Number

The numbers 7 and 9 are very prominent in their culture (the number lying between them is virtually a blasphemy, as is the octagonal shape). Indeed, no word in their language exists for the number between 7 and 9. It is seen as a bad omen, and only in absolute need might they say "7 and 1" or "less than 9" in place of the unmentionable number. Indeed, phrases like "... they are between 7 and 9 legged" or "... *She* is beneath 9" are intended to be great insults.

Sword of Blackness

Unlike most magical swords, this one does not glow or emit light. Instead it may shed *Darkness* as per the spell. The magical darkness has a radius of 5' per plus of the weapon, and may be invoked at will with no limitations on duration. Note that the magical darkness also affects the wielder, except that once per day the user may speak a command word and will be able to see in the darkness as if in daylight for 1d4+1 rounds. The wielder has no idea how long this effect will last, and when it ends the wielder is as blind as everyone else. The plus of the sword is:



d20	Hit/Damage
01-12	+1
13-18	+2
19-20	+3

25% of these swords are short swords, 30% are long swords, 25% are broad swords, 15% are bastard swords, and 5% are great swords.

Unconfirmed reports indicate that other weapons, including axes, maces, and spears -- have this ability.

GP value 2,000/plus; XP value 400/plus

by Bryan Fazekas

Canaer

by Leonard Zucconi

Once Upon a Time, Grey Elves Were Good

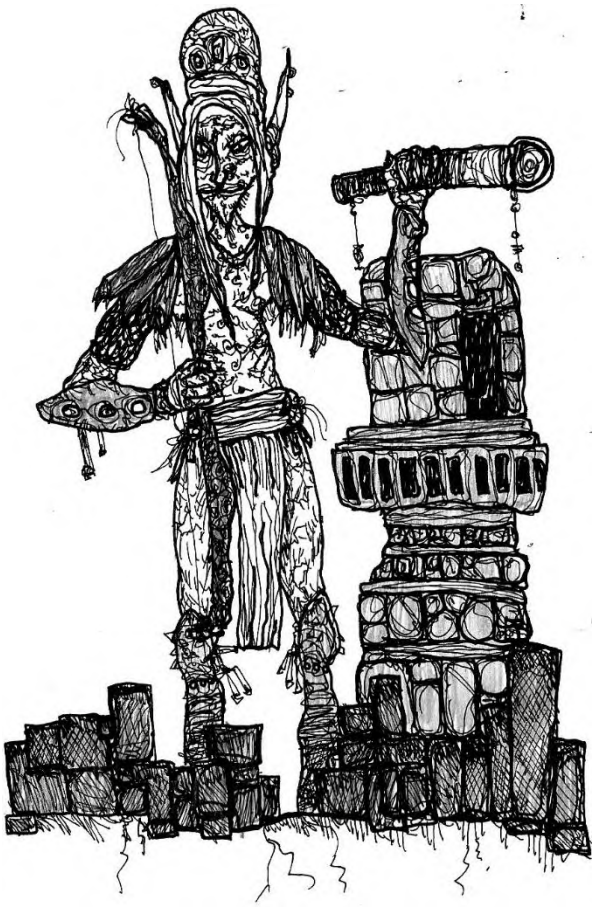
Note: The Canaer (pronounced kts-an-AER) are a type of Grey Elf used in the author's campaign world. They are used here as an example for other cultural options for races. Some ideas are taken from the computer game *The Elder Scrolls III: Morrowind*. Some of this information is taken from *The Complete Elves Handbook*.

Described as "arrogant" because of the thought that "grey elves are champions of good", Grey Elves consider themselves to be "more than the others". What if this thinking becomes predominant? The Grey Elves become racist (in the case of the Canaer even nationalist). What if the Grey Elves thrive on a barren, deserted land for thousands of years thanks to a strong government and strong law enforcement? The result is described here.

The continent of Rommorwit, where the Canaer have lived (and occasionally died) for thousands of years, is mostly covered by wasteland. To the west, high mountains rise in the place where House Romnor rules. To the east lie a great number of isles, where House Inoccuz rules. And in the middle, where House Floth rules, there are rocky plains and wastelands. The Canaer state, called Norodon, is ruled by the Council composed of representatives of these three Houses – Romnor, the most important, is considered to be the House where "laws are created and enforced". It is said that members of House Romnor have vampire blood (don't ask me how that's possible – this is religion; there are many absurd things in religion) in their veins. Floth, a House with a long military tradition, is known for producing the best warriors in the world. It is rumoured that members of House Floth are descendants of titans. And Inoccuz, perhaps the most powerful House, has a long magic practice, especially necromancy. It is known that other states have banned members of House Inoccuz for practicing necromancy and demonology. It is only whispered that members of the House have demonic blood and demonic ancestors.

Mostly, the Canaer are of Lawful Neutral alignment, but there are in some cases Lawful Evil individuals and on very rare occasions, Neutral Evil ones. Even the language the Canaer speak is different. Canaerish is very structured with very few irregulars. Consider it a bit like German or, more likely, Esperanto.

The state of Norodon supports slavery on a very large scale. It is known that the Canaer occasionally enslave entire towns, usually using the slaves as miners. The rest are sold on the slave market. Sometimes, the slaves revolt against their masters, which usually ends in bloodshed and a massacre of the revolting slaves.



Who Do They Actually Like?

Themselves. No other elves are considered pure. The Canaer, however, are on surprisingly good terms with dwarves and dark elves, the drow. The thing is that the Canaer build their cities from stone, House Floth makes its weapons from steel, while Inoccuz and Romnor are interested in jewellery. And the materials to make these things are found … underground, where the dwarves and drow live. Dwarves are known to be excellent stonemasons, smiths and jewelers and the drow… they

live much deeper than the dwarves and the deeper the more materials are accessible.

It is also known that Inoccuz and Floth have contacted the gnomes. The Floth were interested in war machinery, Inoccuz, on the other hand, in small technological objects.

Canaer Game Stats

Canaer actually are not a unified race. The differences, however, are merely physical. There are three sub races – Flothaers (as per the Floth House), Romnoraers (as per the Romnor House) and Inoccuzaers (as per the Inoccuz House). All of the Canaer are commonly taller than men, commonly reaching about six feet in height (two meters).

Flothaers are Canaer commonly known as Grey Elves. They usually have silver hair and amber eyes. Of the Canaer, they are the tallest and most muscular. They also are known to (extremely rarely) grow short beards. They typically dress in red cloaks, trousers and vests decorated with bronze. In combat, they frequently wield steel broadswords, small shields, short bows and splint mail. Most of them become fighters or (rarely, and these often act as scouts) rangers. It is said that Flothaers have titan blood in their veins.

Romnoraers are Grey Elves often called *faerie*. Usually, they have long golden hair, darker skin than Flothaers or Inoccuzaers and purple eyes. They usually dress in dark green coats, decorated with gold. In combat, they often act as commanders, wielding field plate armour, small shields and long swords, and riding heavy warhorses with full plate barding. Many of these become bards, or (those who act as military commanders) fighters. It is whispered that these elves are kin to the Ancient Vampires.

Inoccuzaers are a very unusual kind of Grey Elves. They have an almost white pale skin, black hair and black or brown eyes. They are often physically ill-suited, not very muscular, but taller than Romnoraers. Inoccuzaers typically dress in long black hooded robes decorated with silver and black velvet cloaks. Of the Canaer, these only practice the arts of magic and witchcraft, being magic-users (wizards) or, in rare cases, bards. It is said that Inoccuzaers have ties to lesser demons. In other lands, they were often accused of practicing necromancy and arachnomancy.

Half-breeds between Flothaers and Inoccuzaers are called Finaers and are almost always albinos. Half-breeds between Inoccuzaers and Romnoraers are called Rinaers and usually have red hair and green eyes. Half-breeds between Flothaers and Romnoraers are called Rofnaers. They are born bald and with luminous yellow eyes.

Canaer can be fighters up to 16th level, rangers up to 6th level, wizards up to 16th level, priests up to 14th level, thieves (for thieves are everywhere) up to 10th level and bards up to 16th level. They can multiclass (fighter-wizards, fighter-priests, fighter-bards and wizard-bards). I personally, however, consider racial level limits pointless, so I do not use them.

Canaer Culture

Canaer culture is a very elevated one. The creations of Canaer art, ranging from architecture to cuisine, are often called magnificent. There are many famous buildings, ranging from the Crystal Tower (carved into an immense block of crystal) and Floth Manor (built entirely from red stone) to the Black Castle (built from obsidian) and the Platinum Palace (you can figure that out, I hope). Their literature and poetry is praised all over the world as terrific, as are their music and objects of art.

Canaer are polygamous. This means men can have more wives. It is practiced mostly because newborn children are more probable (70%) to be female, and also because, in older ages (and today too), many children die very early, so to assure that Canaer will have progeny, the Council legalized polygamy in the hope that the Canaer nation will reproduce more quickly – for today, there are only about two million of them. For such an enormous continent as Rommorwit is, this is truly a very small number.

Canaer Religion

You would say that a race like this must be led by a very strong and influential religion. The truth is that the Canaer religion is completely separated from daily Canaer life and politics. The priesthood (one of the Undercounselors is a priest) is influential, yes, but only to a certain degree.

A member of any House may be a priest. To become a priest, the applicant must renounce his House, the membership within and the privileges of the House, and must vow loyalty to the priesthood and the Tmaal (the legendary Grey Dragon founders of Norodon). Canaer priests have, instead of the House name (e.g. Floth), the surname Tmaalji, which means "Son of the Tmaal".

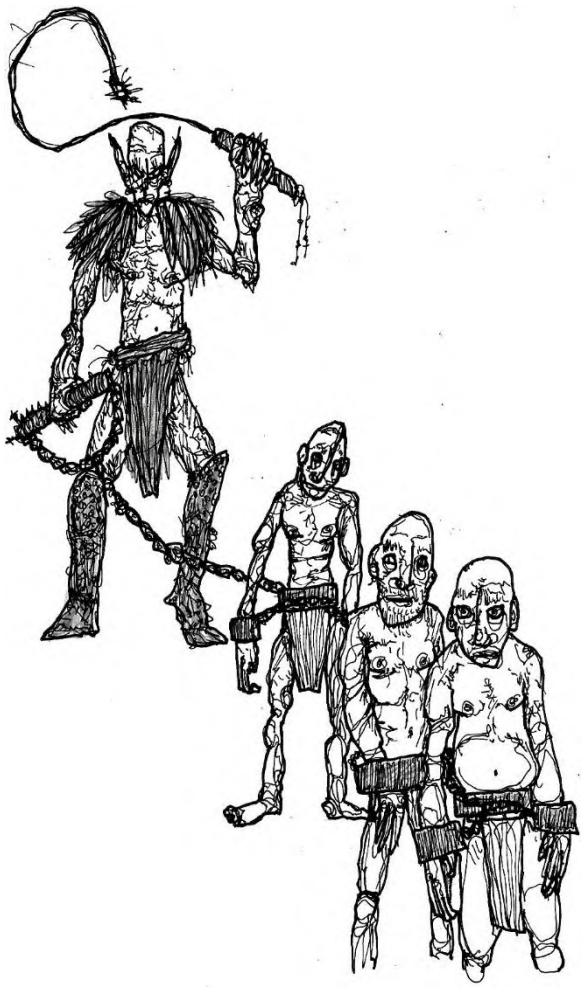
The Canaer church is a very radical one. It teaches racist and nationalist ideas, as well the idea that Norodon should sever all contacts with the outer world, and then,

when the Canaer are ready, should enslave the outer world.

According to myth, in the beginning there were three great Grey Dragon brothers. These were called Mwelfetzsai [muee-LET-say] Romnor, Pfegluaheh [pf-EEG-laaee] Floth and Qweelplatzt [KEEL-pats] Inoccuz. They were exiled from Buhbdhajk [būbdayk] (supposedly the continent of Strogner), the ancestral land of the Grey Dragons, for committing an (unknown) crime. As they were flying upon the Steel Sea (which is so called because of its beautiful colour, Flonh [flōn] in Canaerish), they spotted land on the horizon. And so they flew to it and discovered a land beautiful beyond their imagination. To the left, great mountains rose; to the right, a land of water and isles awaited. In the middle, a great plateau lay. They named the land Adalracamaht [ađal-RAKA-māt], which means "Land of the Chosen People". The mountains to the left they called Murauríjartha Tuoldac [murroo-RER-đa touoldak], which is "Great Mountains Rising to the Left" (very original, don't you think?), the plateau in the middle they called Flothszi Pleca [flothze plega], "Plateau of the Floth" and the islands they called Zanh (zān), which means "Eyes in the Sea". Mwelfetzsai took the land to the left, for he greatly adored looking at the world from above. Pfegluaheh took the land in the middle, for he adored burrowing in the land and there making great halls of gems and jewels and metals. Qweelplatzt took the isles to the right, for he loved the sea and greatly enjoyed swimming and talking to the creatures of the sea. They all had great adventures, which are told in the *Canaer Reeoul* [kts-AN-aer reeuoul], the Travel of the Canaer.

What Am I Trying To Say

I am trying to offer options to make your world a bit more… well, original. Do not make the races always as they are pictured in the *Players Handbook*, *Monster Manual*, *Monstrous Compendium*, or whatever you use. Make them change. Tired of Lawful Good, organized dwarves? Make them Chaotic Neutral, individualistic and whatever can you think of! Don't want your players to always play good gnomes fighting evil kobolds? Make them the evil kobolds! The entire society is built only, and only, on alignment. Change the alignment, change the society, the habits, the aptitudes and the game. Familiar with the Dark Sun setting? Change the halflings as described there. There are, however, many factors that must not be overlooked. For example, the terrain the race evolved in. The High Elves, living for a long time in woodlands and forests, will have much more respect for life than, let's say, the dwarves, living in mountains where almost nothing lives or grows.



Further Reading

Mostly national epics and political and historical books:

Anonymous: Bible, Kalevala, Kokiji, Nihongi (or Nihon shoki), The Tale of the Heike

Fairbank, John King: History of China

Machiavelli, Niccolò: The Prince (*Il principe*)

Morgan, K.O. and col.: History of Britain

Plato: Constitution, Republic, Statesman

Procacci, Giuliano: History of Italy

Reischauer, E.O.; Craig, A.M.: Japan

Sturluson, Snorre: Njal's Saga, Yngling Saga, Younger Edda, or also Snorre's Edda (*Njáls Saga, Ynglingasaga, Snorra-Edda*)

Tolkien, J.R.R.: The Silmarillion

Aquatic Player Character Races

by Andrew Hamilton

Every once in a while, I get the urge to run a campaign that is just a *little* bit different. These campaigns never last long, but having a party that consists of the animal followers of a ranger can be kind of interesting for a few adventures. I've also wanted to do an undersea campaign. A quick review of the *AD&D Monster Manual* (MM), *Fiend Folio* (FF), and the *Monster Manual II* (MMII) identified a number of races that would be suitable as PC races.

I rejected the evil races, like the koalinth and the Sahuagin, simply because I don't like evil campaigns, and I'm not a big fan of the "redeemed evil" or "vampire with a soul" tropes. If you prefer a different approach, who am I to judge?

In addition to rejecting "evil" races, I took a quick look at races for balance. And that's when I decided to reject the triton. While the triton appears to be a suitable PC race, I decided that the 90% magic resistance was too powerful a natural ability.

The obvious choice, the sea elf, has already been described in issue #116 of *Dragon Magazine*, in the article *Children of the Deep* by Todd Mossburg. Since there is already source material available for DMs and players to draw inspiration from, I thought it best to add to the options, rather than rework them.

The Classes

Readers will note that in my interpretation of these "player character" races, only two aquatic races (merman and selkie) can follow the path of magic-user. Even this is a deviation from the *MM* source material, but other "pop culture" source material I have been exposed to by my kids argues for some magic-user capability. Obviously, some changes to the magic-user's spell book will be required – paper in an aquatic environment will not last long, nor will spells such as *Burning Hands*, *Affect Normal Fires*, or *Flaming Sphere* be very useful.

Only the selkie can follow the thief class; I reasoned that many of the classic skills associated with that class – like climbing walls, moving silently, opening locks – would require significant reworking to be of use in an aquatic campaign, and such a profession would be unlikely to arise in aquatic societies.

Readers will also note that none of the aquatic races are able to pursue a profession which has unlimited ("U") advancement. I am a fan of level limits, and the image that I have of the aquatic races (in particular the evil races) is one of races that never reached the potential of the surface dwellers (or lost that potential as they retreated in some sort of exile to the water). Yes, they are dangerous in their native environment, but they will never match arch-mages or high priests in magical might.

Merman

The race or mermen typically dwells in the shallow waters along rocky coastlines, the places where the fishing is good, which often brings them into contact, and conflict, with humanity. Mermen shepherd schools of fish, and harvest the natural bounty of the sea, living in reefs or underwater cliffs. They often sun themselves on rocks along the shoreline, a habit that has caused many human sages to speculate that mermen were once human and somehow changed.

A character of the merman race can be a cleric, a fighter, or a magic-user. It is possible for a merman to be a multi-classed cleric/fighter or fighter/magic-user.

Their scales and physique provide mermen with a natural armor class of 7, although mermen fighters and clerics will sometimes use armor made of sharkskin (or similarly tough hides), shell or chitin plates, carved coral, or even bronze armor scavenged from shipwrecks.

Because of their aquatic nature, mermen are vulnerable to fire (suffering double damage from it). They are able to survive in both fresh and salt water, and swim at a speed of 18".

All mermen are able to speak the following languages in addition to the "common" tongue of the aquatic races: merman, sahuaghin and triton.

Mermen are able to see in dark and murky water with an ability equivalent to infravision (but more akin to echolocation in actual function), with an effective range of 6".

Mermen are able to survive above water for a brief period of time: their human torsos have poorly developed lungs in addition to gill structures. On the surface they move slowly, limited to a 3" movement rate, having to drag themselves with their arms. They also suffer 1d4 hp of damage per hour when out of the water (although once immersed they recover 1d4+1 hp per round).

Mermen characters gain a +1 bonus to their initial Charisma score.

Locathah

The Locathah are nomadic, roaming and hunting warm coastal waters, especially kelp forests. They tend to avoid the other aquatic races, as well as surface dwellers.

As nomadic hunter-gatherers, locathah PCs all start play with a giant eel mount (as described on page 36 of the *MM*). These giant eels are powerful companions, providing both support in combat and greater mobility. Locathah have an innate, non-magical ability to both speak to and train giant eels. This ability is effectively equal in effect to the druidic spells *Speak with Animals* and *Animal Friendship*, but limited to giant eels and with unlimited duration.

Locathah may be either clerics or fighters; they may not multi-class.

Locathah have a tough scaly skin (natural AC 6), although the most accomplished locathah fighters will protect themselves with armor made of sharkskin, scales or chitin plates.

Locathah are the slowest of the aquatic races, limited to a swimming movement rate of 12" (and their giant eel mounts are even slower, at a 9" movement rate, although the DM may want to increase the eel's movement rate to 12" or 15" to provide locathah PCs with slightly better mobility). Should the locathah find themselves on dry land, their anatomy limits their movement rate to 1".

Used to hunting in dense kelp forests and other regions of limited visibility, the locathah have developed the ability to "see" in murky and obstructed water. This effectively eliminates concealment (although creatures may still hide from a locathah behind hard cover), and is otherwise equivalent to infravision to a 9" range.

All locathah are able to speak their own language, the merman language, and sahuaghin. They are also capable of speaking with giant eels as noted above.

The locathah asphyxiate as quickly on the surface as a human would drown underwater. Despite being bipedal, Locathah move extremely slowly on the surface (movement rate of 1").

Locathah gain a +1 bonus to the Constitution attribute, and a -1 penalty to their Charisma attribute. A locathah character also gains a bonus of +2 hp to their hit points at 1st level only.

Selkie

The selkie are a race of shape changers that live along rocky coastlines in cold climate. The selkie resembles a seal with some humanoid traits. However, the selkie may take human form once a month, maintaining this form for a week.

As a shape changer, the Selkie may be a controversial choice for a player character race. However, the limitations that they have in their seal form (weak hands, inability to use weapons, etc., and the requirement to spend 3 weeks out of 4 in their seal form) compensate for the advantages of being able to take human form, and to breathe both water and air.

Selkie are poor warriors (only capable of reaching the 6th level as a fighter), although they may also be clerics, druids and magic-users. They may multi-class as a cleric/fighter or a druid/fighter.

Of the three races described here, the selkie is the only one most with the opportunity to learn the skills necessary to become a member of the Thief class (as a result of regular interaction with humans). In this case, it is recommended that the selkie be limited in advancement to the 10th level.

In human form, Selkie have the same base armor class as humans (10), but in their seal forms selkie have a natural armor class of 5. Those selkie characters with a high Dexterity gain additional bonuses to their base AC.

In human form on land the selkie has a base movement rate of 12", and they are able to swim as quickly as any human (base3"). In selkie form, the seal-like physique limits the selkie to a 2" movement rate on land, but they swim at a 36" movement rate.

Selkie are unable to use weapons in their seal form, and are limited to biting (for 1d6 hp of damage). In seal form selkie are unable to wear armor, although they can use magical devices such as rings or bracers.

Selkie gain a +1 bonus to their Dexterity and Charisma, but suffer a -1 penalty to both their Wisdom and Strength. All selkie characters gain a bonus of +3 hit points at 1st level only.

Selkie speak their own language, the Common tongue of any nearby communities, and are 50% likely to know the merman, triton and sirine languages (respectively). Selkie are also able to speak with all marine mammals.

Equipment

Equipment, including weapons and armor, will be quite limited in the aquatic campaign. This will be equipment made from the materials available underwater, or from equipment scavenged from or traded with surface dwellers.

Armor also acts differently; as aquatic races all have natural armor, additional layers of protection act more like a shield, reducing the armor class of the wearer. The types of armor and this protective effect are described below.

Sharkskin Armor provides a 2-point AC improvement with no reduction in movement rate (e.g. a locathah wearing sharkskin armor has an AC of 4)

Shell or Chitin Armor provides a 4-point AC improvement, but reduces movement rate by 1/3 (e.g. a merman wearing shall armor moves at 12", rather than 18")

Bronze or Brass Armor, the pinnacle of non-rusting armor, imported from the surface, provides a 6-point AC improvement, but reduces movement by 50% (e.g. a merman wearing bronze armor has an AC of 1, but swims at 9")

Typical weapon choices are spears, tridents, lances (for those mounted on eels, sea horses, etc.), nets, and daggers. Some races also use a crossbow type spear gun (as described in the various *MM* entries).

Level Limits Tables

Cleric Class

Wisdom	Merman	Locathah	Selkie
15	4	4	6
16	5	5	6
17	6	6	7
18	7	7	8
19	8	7	9

Druid Class

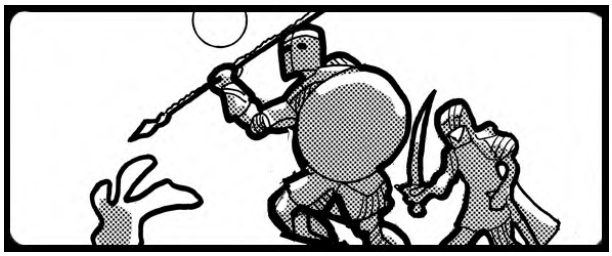
Wisdom	Merman	Locathah	Selkie
15	-	-	7
16	-	-	8
17	-	-	9
18	-	-	11
19	-	-	12

Fighter Class

Strength	Merman	Locathah	Selkie
15	5	6	4
16	5	6	4
17	6	7	5
18	7	8	6
18/51	7	9	7
18/90	8	9	7
18/00	9	9	7

Magic-User Class

Intelligence	Merman	Locathah	Selkie
15	6	--	7
16	7	--	7
17	8	--	8
18	9	--	8
19	10	--	9



Elves of Black Shadow

by Ralph Glatt

Author's Note: These demi-humans were inspired by a card from the most popular collectable card game from the 90's. It may seem that they are a reaction to the drow from the campaign setting used by the world's first and most popular role playing game, but that is purely coincidental.

Elves of Black Shadow

Frequency:	Very Rare
No. Appearing:	3d10
Armor Class:	6 (3)
Move:	120 feet
Hit Dice:	1st to 8th level
% in Lair:	50%
Treasure:	individual L, in lair F
No. of Attacks:	1
Damage/Attack:	per weapon
Special Attacks:	None
Special Defenses:	90% vs sleep and charm spells
Magic Resistance:	Standard
Intelligence:	High
Alignment:	Lawful Evil
Size:	M
Psionic Ability:	Nil
Level/XP Value:	2/30 + 1/hp

Long ago, a group of elves were in deep trouble and were saved by a mysterious stranger. After they were saved, they asked the stranger what they could do to repay him. That was when they found out the true nature of their savior. Asmodeus transformed them into the species of elves they would become, almost entirely white except for their hair, eyes and lips, which are black. When the other elves found out what had happened to them, they were chased out. Even the drow shunned them.

Driven out from every place they tried to settle, they finally settled in the swamplands where few would be able to find them. Incidentally, if anyone tries to refer to them as "swamp elves" they would be taking their own lives in their hands, because the Black Shadow Elves find it offensive.

Sometimes they ally themselves with black dragons, who allow them to use cast off scales for the armor of their most elite soldiers, who are anywhere from 5th to 8th level. As for the treasure the dragon uses for a bed, there is some question as to exactly whose it is.

They are usually fighters, assassins or clerics, and rarely get up to 8th level. Their leaders are often an assassin, or a cleric with the aid of an assassin. Fighters and clerics who are lower than 5th level wear regular scale mail. They do not use armor and weapons made of Mithril, because it does an additional 1d6 of damage to them. They, like other elves, have infravision up to 60 feet. Their clerics serve Asmodeus, and, when in dire need, have a 20% chance of summoning a Bone Devil.

Lizard men sometimes trade with the Black Shadow Elves; other times they are used by the Black Shadow Elves as slaves. Their former kin are usually shot on sight, unless the leader of the Black Shadow Elves wants to torture them first. Other races and monsters that live in the swamps are usually ignored, as they are considered to be beneath their notice.

Ecology of the Monster Hunter

by Bill McDonald

Exploring the strengths each character possesses for slaying monsters and an optional class

Many treatises have been written on monster types whether describing common varieties or rare specimens. This work is not another attempt but a description of that which hunts them. The term "monster" in this text refers to creatures that have the ability to shape change, cast illusions, charm, and possess victims. The scariest monsters are the ones that look like everyone else. This optional character class was created using the class creation rules found in the *Second Edition Dungeon Masters Guide (2E DMG)* with new features and their values presented below and noted with an asterisk.

Literature saw the first monster hunter in the birth of Professor Abraham Van Helsing in Stoker's Dracula. The Grimm Brothers and many characters of children's stories, including Dorothy of The Wizard of Oz have been recently depicted as monster hunters. TSR created Dr. Rudolph Van Richten. Monsters hunt their own in the comics of Blade, Vampire Hunter D, and Hellboy. The novice adventurer may know to carry a holy symbol and a silver weapon yet may not know the limits of these tools nor have the mettle to use them. The seasoned adventurer knows he has one chance when the opportunity arises. In the following, we will take a look at how the core character classes rate as monster hunters, then we will look at something new.

Clerics turn and destroy undead, demons, and devils, leaving the creature's magic resistance ineffective yet are limited in weapons. Fighters have access to all weapons but lack the knowledge of such creatures. Wizards keep knowledge of many creatures but often must overcome creatures' magic resistance. Thieves wield the power of stealth and the skill to find hidden or lost items.

If one wants to combine the most favorable skills and abilities noted here into one class, what would they be? I suggest the following: knowledge, skill to ignore or minimize magic resistance, a wide array of weapons, and stealth. If a player or DM would want all these abilities in one individual, I offer the following as an alternate character class known as the Monster Hunter.

The Monster Hunter

The Monster Hunter, a subclass of fighter, combines martial skill with knowledge, increased awareness, and magical training to detect, trap, and destroy monsters. They specialize in monsters which use charm, illusion, shape change, and possession to prey on the innocent populations of the world. Humans alone take on this mantle of responsibility.

Monster Hunters track these monsters with the tenacity of a ranger and confront them with the conviction of a paladin. Monster hunters, unlike the paladin, may consort with good or evil creatures to ensure the survival of the innocent. This path requires a neutral alignment, whether good or evil, to walk between the heavens and the hells.

Monster hunters require the following minimum ability scores: 12 Strength, 13 Dexterity and Constitution, and 15 Intelligence and Wisdom. A monster hunter who has Constitution and Dexterity of 15, intelligence of 17 or more gains a 10% bonus to the experience points he earns.

Monster hunters begin their career in many ways: crossing paths with such monsters, being saved by a monster hunter, growing up in a family of monster hunters or trained by an organization knowledgeable in such creatures. The monster hunter stays alert to odd happenings while going about his daily life. Monster hunters are capable fighters who are just as comfortable on a battlefield as in some dank dungeon. Some monster hunters enjoy fame or infamy while others keep their business quiet – hunt down a monster, kill it and leave the population none the wiser. Monster hunters have a code to seek out these monsters over other targets during combat.

Monster hunters, like rangers, gain 2d8 hit points at 1st level then 1d8 per additional experience level.

The monster hunter gains the fighter's constitution bonus and THAC0.

Required Abilities	Modifier
Race - Human	0
Combat Value – Fighter	+2
Saving Throw - Wizard	0
Armor – All	0
*Weapons – Select List	-. 50
*HD 2d8/1d8	+2
Hit points Beyond the 9th +2	+1

Optional Abilities	Modifier
Fighter Con Bonus	+1
Per initial proficiency slot (if used) -7	+1.75
Free Proficiency – Monster Lore	+.25
Free Proficiency – Weapon Smithing	+.25
Find Secret and Concealed Doors	+1
Find/Remove Traps	+1
Read Languages	+.50
Detect Charm	+1
Resist Charm	+1
True Form	+1
Discern Influence	+1
Fighter Magic Items	+1
Delayed Ability – Monster Hunter's Trap	-1
Delayed Ability – dedicate weapons and items	-1
Monster Hunter's Trap	+1
Dedicate Weapons and items	+1
Neutral Alignment	-1
Ethos – Attack monsters over other Enemies	-1

1 Add if optional non-weapon proficiency slots are used, otherwise ignore modifier

The monster hunter makes one melee attack at 1st level, 3/2 attacks per round at 8th level, and 2/1 at 15th level.

They gain three weapon proficiencies at 1st level and an additional one every four levels; at 5th, 9th, etc.

Monster hunters may use the following weapons: dagger, staff, scimitar, scythe, sickle, spear, javelin, long sword, short sword, hammer, morning star, all axes, maces, bows and crossbows. Monster hunters wear any armor and use shields yet several of their special abilities are usable only when wearing leather or lighter armor.

Monster hunters give up the fighter's exceptional strength and weapon specialization for monster lore, gains certain thief-like skills, an increase in awareness and limited training in the arts of magic. The monster hunter uses the wizard saving throw progression.

Monster Hunters have non-weapon proficiency crossover groups of general, fighter, and wizard if groups are used, and gain slots as a wizard.

The monster hunter can use any magic item or weapon allowed by a fighter, including protection scrolls.

Monster Hunter Experience Table

Level	Experience	HD (d8)
1	0 – 2650	2
2	2,651 – 5,300	3
3	5,301 – 10,600	4
4	10,601 – 26,500	5
5	26,501 – 53,000	6
6	53,001 – 106,000	7
7	106,001 – 198,750	8
8	198,750 – 371,000	9
9	371,001 – 397,500	10
10	397,501 – 795,000	11+2

397,500 experience points per level for each level beyond the 10th.

Monster Hunters gain 2 hit points per level for each level beyond the 9th.

Monster Lore

The monster hunter seeks monsters that use abilities of shape change, possession, or illusion to disguise themselves or charm victims to do their bidding. This list includes but is not limited to the following creatures and the DM can add at his discretion as long as the creature fits this description. Shape-shifters include creatures who assume human or demi-human form, not of the lycanthrope type.

- Vampire
- Demon
- Rakshasa

- Lycanthrope
- Devil
- Shape-shifter
- Ghost
- Penanggalan
- Doppelganger
- Hag
- Incarnate (Dragon #193)
- Changeling
- Fey

Monster Hunters have a chance to identify a monster from the rumors he hears, from physical evidence or firsthand accounts; the chance is 20% at first level plus 10% per level thereafter. Monsters bestow penalties based on how secretive they are or if they act in ways not consistent with the type of monster. One method of bestowing penalties is to give a 5% penalty per point of intelligence of the monster, or 5% per hit die of the creature if it does not have a scored intelligence. The frequency of the monster in the local area also gives penalties. Monsters common to the area give no penalty. Uncommon monsters give a -20% penalty, rare monsters bestow a -65% penalty, and unique monsters bestow a -85% penalty. The monster hunter gains bonuses from the following: if he is from the same culture that spawned the monster in question, bonus up to the DM; may gain bonuses of 5% per non-weapon slot devoted to non-weapon proficiencies the DM deems relevant to the monster, such as local or ancient history. The DM secretly rolls and if it's a failed roll, the monster hunter will misidentify the monster or have no clue what it is. If the monster hunter initially fails, he can attempt again after one day of additional research per 5% he failed by. Monster hunters must actively role-play researching libraries, contacting other monster hunters or specialists knowledgeable in such matters, etc. Upon completion, the DM secretly rolls to determine the outcome.

Correctly identifying a monster gives insight into behaviors and ecology. The monster hunter becomes knowledgeable of the weaknesses, vulnerabilities and method of destruction of a given monster. Typical vulnerabilities include wooden stakes, iron, holy water, a lawful good holy symbol, silver, sunlight, garlic, wolfs bane, salt, fire, mirrors, specific type of weapon, etc. DMs can refer to pages 26-27 and 220-221 of the *1E DMG*, Second Edition REF5 *Lords of Darkness*, individual monster entries, and any Second Edition *Van Richten's Guides* from the *Ravenloft Campaign* for inspiration. The DM is free to make up his own myths and variant creatures, and is the final arbiter. Examples include: rosemary repels demons and vampires shun lawful good holy symbols and mirrors. If the monster hunter fails this attempt, he may attempt again after additional research as noted above providing he survived the botched attempt.

Monster hunters are proficient in forging quality weapons (*2E DMG* p. 37) out of variant metals such as silver, gold, iron and so on. These non-magical weapons are effective as a result of the monster's vulnerability to the metal used. Bronze weapons are as durable as steel but they are heavier. The *2E DMG* mentions that silver weapons eventually go dull. Gold weapons are softer than silver and are ruined if used even after a single day. The weight and cost adjustments described in table 27 on page 38 of the *2E DMG* are applied to weapons made of the same metal.

At 7th level a monster hunter learns the secrets of engraving a miniature version of a protective device on any weapon. This allows any weapon to do normal damage upon a successful attack to any monster regardless of the metal or bonus to hit required to hit the monster. Engraving is a form of dedication. Dedicated items are explained in the article "Magic for Beginners" on page 14 of *Dragon Magazine* issue 149.

According to the article, the dedicated weapon is worth 150 xp and costs 10 times as much as a mundane version to create. These weapons carry no magical bonuses to hit or damage but give a +1 to the wielder's saving throws against magical attacks from the monster. Monster

hunters can also dedicate protective devices according to the article. The requisite is a weapon or item of quality. Consult your DM for rules regarding weapons and items of quality. These weapons and items can be further enchanted similar to ones found in the treasure tables of the *DMG*.

At 8th level, the monster hunter expands his knowledge of protection devices, magical runes and symbols, allowing him to create a Monster Hunter's trap once a week. The monster hunter can trap the above types of "monsters", one hit die or class level per level of the monster hunter. The monster hunter traces a glowing circle in the air and points to the target; the circle disappears and then reappears around the target up to ten yards away.

The monster hunter must concentrate for one segment per level or hit die of the creature before it activates; the monster hunter's concentration is vulnerable to interruption the same as spell casting. The circle is considered an area of effect spell, 10-foot radius, and so magic resistance does not apply; however, the monster gains a save vs. paralyzation to avoid it. The monster hunter tracing the circle while holding an iron ring bestows a -1 saving throw penalty. The monster hunter bestows a -2 penalty per additional item the monster is vulnerable to; these items are consumed in the circle casting.

If the creature fails its saving throw, the circle permanently burns into the ground or floor, completely surrounding the monster. The monster cannot leave the circle by any normal, magical or psionic means, even if the monster possesses another creature; any physical attacks, spells or magical abilities will not penetrate the circle, although it can use healing and restorative spells upon itself, if applicable. Spells like *Phase*, *Invisibility*, or *Rope Trick* will not work. The monster hunter and his allies can attack through the circle, assuming they have the ability to damage the monster. The monster's minions can only damage the trap from the outside.

The circle is destroyed by a successful *Dispel Magic* from a caster of equal level or greater than the monster hunter. The circle is also negated by simultaneously breaking or cracking the substance of the circle, or covering a segment of the circle with sand or other material. Otherwise, the circle will last for one week per level of the monster hunter. The monster hunter can reinforce the circle multiple times tying up subsequent circles for one monster. A monster hunter can have one trap active at any given time.

While wearing leather or lighter armor, monster hunters can use the following abilities to assist the monster hunter in tracking down monsters. The monster hunter receives further adjustments according to his dexterity and armor; see the thief description in the AD&D Players Handbook and Unearthed Arcana for information.

Find/Remove Traps allows the monster hunter to detect, avoid, and safely set off traps as a thief.

Find Concealed and Secret Doors allows a monster hunter to find hidden and secret doors and compartments. Secret doors and panels bestow a -50% penalty. Monster hunters must actively look for both concealed and secret doors for 1 round.

Open Locks as a thief.

Read Languages allows the monster hunter to read text as a thief.

Level	Open Locks %	Find/Remove Traps %	Detect Conceal/ Secret Doors %	Read Lang. %
1	---	---	20	05
2	---	---	25	10
3	25	20	30	15
4	29	25	35	20
5	33	30	40	25
6	37	35	45	30
7	42	40	50	35
8	47	45	55	40
9	52	50	60	45
10	57	55	65	50
11	62	60	70	55
12	67	65	75	60
13	72	70	80	65
14	77	75	85	70
15	82	80	90	75
16	87	85	95	80
17+	92	90	99	80

At first level, the monster hunter's heightened awareness allows him the following spell-like abilities. These spells can be found in the 2nd Edition Wizard Spell Compendiums. Spells and abilities that negate spells of the same name also affect these abilities. These abilities require one round of concentration unless otherwise noted:

Detect Charm as the 2nd level priest spell (2nd edition version) and includes charm, beguiling, possession, etc. The monster hunter has a 10% chance per level to detect charm, limited to 80%.

Resist Charm as the Protection from Charm 2nd level wizard (Wu Jen) spell. The monster hunter has a 5% chance per three levels of experience, to a limit of 25%. The resistance works exactly like other creatures' magic resistance. This ability does not require a round of concentration to activate.

Discern Influence works similar to the 2nd level cleric spell Discern Elven Influence but allows the monster hunter to determine whether an event was coincidental or supernatural forces were the cause. The monster hunter has a 5% chance per level to a limit of 90%. The monster hunter cannot tell the specific creature involved such as a ghost, demon, or fey, just that the source of the incident was supernatural. Further investigation should help the monster hunter determine the exact monster involved.

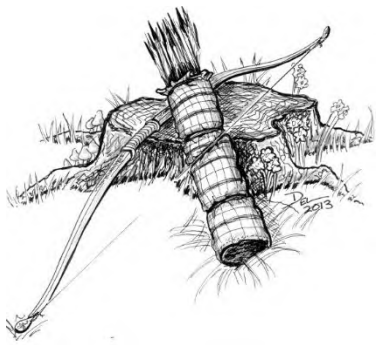
At 5th level, True Form allows the monster hunter to see through illusions, shape change spells and abilities monsters use to camouflage their true nature. Abilities and effects that thwart detect illusion and detect shape changer spells thwart this power. The monster hunter has a 5% chance per level to a limit of 95%.

In conclusion, I hope you find this class appropriate and well balanced. This character class would really work well in dark/gothic campaigns as well as in a turn-of-the-century time frame.

Arrow of Conscientious Objection

These arrows are found in groups of 1d4, and when placed with other arrows will alter their appearance to blend in with other arrows, preferring to look like any magical arrows present. Identify will reveal the arrows are +2 to hit and damage. However, when shot at a target the arrow will change to a flower just before impact, causing no damage.

GP value 120; XP value nil



Arrow of Cornering

This arrow has extremely potent magic; it identifies as +2 to hit and damage. The bowman may fire the arrow at any opponent seen within the last 2 rounds, but has stepped out of direct sight, e.g., stepped into a side corridor, behind a tree, etc. The arrow will fly around corners as needed, chasing the target until it hits, subject to normal range modifiers, though it cannot pass through barriers such as closed doors. The bowman must roll a successful hit with all normal modifiers. If the arrow misses the magic is expended. Typically, 1d4+1 arrows of this type are found.

Note that 1% of these arrows are actually an **Arrow of Boomerang**, and will strike the bowman.

GP value 500; XP value 100

by Bryan Fazekas

Faerie Magic

by Andrew Hamilton

The fourth and last segment of the Greater Fae Series

Introduction

This is the fourth and final installment of the "Greater fae" series of articles. The previous three articles have been published in *&* issues #9, 10 and 12. There were a number of times that I thought I would never get here, but as the large number of side-bars in this and the preceding articles silently attest, the rest of the *&* creative crew had a lot of ideas, and they challenged me to take my ideas, expand them, and hopefully make them better. Thanks to **Team &pocalypse**. I wouldn't have made it if not for you.

Note: As noted in the first article of this series, I owe a debt of inspiration to Jon Turcotte, whose adventure *Red Tam's Bones* (*http://www.dragonsfoot.org/php4/archive.php?sectioninit=FE&fileid=298*) inspired much of my take on "the Otherworld", including ripping the name off. I'm also influenced by The Never Never in the *Dresden File* novels (by Jim Butcher). I'm sure that there are a lot of other subtle or forgotten influences that have wormed their way into my psyche, so please excuse my failure to recognize and credit those.

The Faerie Realm is commonly referred to as "The Otherworld", although mortals have many names for it. These include the Seelie Courts, the Unseelie Courts, The Fae, The Never-Never, The Court of Light & Darkness, and perhaps even more. Some authorities are quick to point out that mortals describe each of these "places" slightly differently, and argue that there is more than one Faerie Realm. Others dismiss that, saying that there is but one Realm, and these are merely "nations" within that Realm. The most reliable mortal sources (typically those elves and druids that have spent time in the Otherworld) will shrug and ask how one can truly understand, let alone categorize, a magical realm that responds to the imagination and whims of its masters. Like all things fae, mortals really don't and can't fully comprehend the intricacies of the Otherworld (which gives the DM licence to modify, be inconsistent, and mangle the setting all in the name of providing a fun game!).

Faerie Magic

The Greater Fae are not only magical creatures; they are creatures with great magical ability. While the Greater Fae are flighty and frivolous, not traits normally associated with mastering the art of spell-casting, Greater Fae are also effectively immortal and typically quite intelligent. With unlimited time in which to exercise their curiosity, and an innate proclivity for magic, many of the Greater Fae master the art of magic-user or illusionist spell casting.

The Greater Fae have their own selection of spells; some (such as those listed below) are relatively commonly known and may even be in the hands of mortals. In fact

spells such as See the Way and Step on the Path were created by Fae spell casters with the hope that mortal spell casters would be enticed to visit the Otherworld.

1) Spells

Faerie spells are typically magic-user or illusionist spells. In addition to having access to all mortal spells (although any spell using iron filings or salt as a material component will be modified in some manner), there are hundreds, if not thousands, of unique spells that have been developed by the Greater Fae. The Fae delight in having something that no one else does, as it is a bargaining chip, a comment on their personal creativity and power, and something to dangle in front of rivals and hopefully goad them into doing *something* to liven up their immortal existence. Therefore, should mortals come into possession of a unique Great Fae spell, they will find many eager "purchasers" in the Outlands. They will also find themselves facing many Fae who want to keep Fae magic secret – and it is not unlikely that the same Faerie will be in both camps at the same time.

Mortal magic-users can learn Greater Fae magic, but the process is not easy. Their magical nature allows Greater Fae to make "leaps" in logic, omitting things that they are just naturally aware of (or even unconsciously aware of). These omitted things are often critical to a mortal's understanding of the spell. The process for learning a Greater Fae spell is described in the section on Greater Fae spell books, below.

Those druidic orders and circles that spend a great deal of time in the Otherworld have often created druidic versions of the Greater Fae spells. This is for the druids' own protection, as they prefer not to be at the mercy of the Greater Fae. This is one of the reasons that the Greater Fae have a grudging respect for experienced druids.

Some example spells include:

See the Path

Level:	Magic-User 1, Illusionist 1
Type:	Divination
Range:	0"
Duration:	1 turn/level
Area of Effect:	caster
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	N/A

Normally only creatures with fae blood (including elves & half-elves) or druids are able to see a Faerie Path (see *The Otherworld – The Faerie Realm* in *& Magazine* Issue 10). This spell allows a magic-user or illusionist to locate a path (within line of sight), follow that path, and then step onto that path at one of the termini.

The material component is a pinch of glitter-dust, ground glass or crystals (including sugar or salt).

Note: this spell is often "loaded" into the magical item known as *Spell Dust* and provided by Greater Fae to mortal servants or cats-paws, to enable them to see the Faerie Paths, at least for a time.

Queen's Dance

Level:	Magic-User 2
Type:	Enchantment/Charm
Range:	2"
Duration:	see below
Area of Effect:	one creature
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	see below

The *Queen's Dance* spell allows the caster to pull another creature into a dance, and while dancing the affected creature will have the ability to dance with the utmost skill. Once in the Dance, the subject of the spell will continue the dance as long as the caster continues to dance. If the target of the spell is not engaged in a physically violent act, then they receive no saving throw (i.e. an individual engaged in an argument would immediately succumb to the effects of the spell).

This spell can also be used to disrupt an attack, although a creature engaged in physical violence (attacking or defending) receives a saving throw vs. Spells to avoid the effects. If they fail the save and are subject to the spell's effect, the creature will cast aside weapons and join the caster in a dance. In this case, the spell is immediately negated if either the caster or affected dancer are physically harmed.

This spell was developed by a Faerie Queen as a means of quelling arguments in her Court. Possessing a love of dance, she also made frequent use of the spell to allow mortals and other fae that lacked her skill and grace to dance with her and not embarrass her.

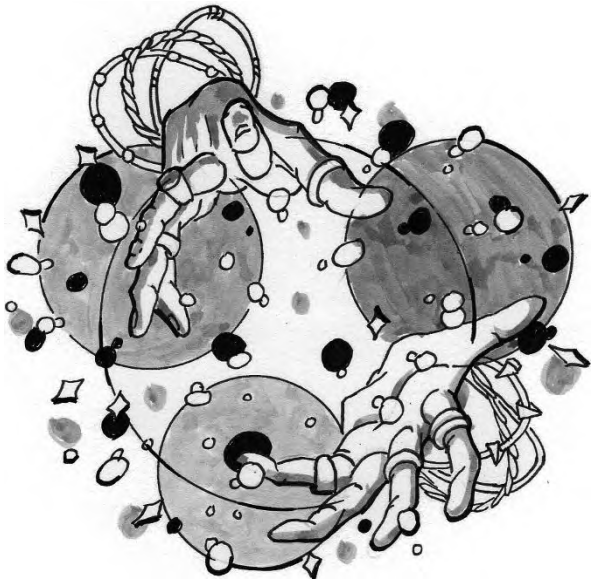
Salt the Earth

Level:	Magic-User 2, Druid 3
Type:	Conjuration
Range:	0"
Duration:	permanent
Area of Effect:	a circle of 5' + 1'/level radius

Components: V, S, M
Casting Time: 2 segment (MU) or 5 segments (D)
Saving Throw: see below

This spell conjures salt from the Quasi-Elemental Plane of Salt, embedding it in the ground around the caster. The "Salt the Earth" has two effects; primarily intended as a barrier spell, the spell creates a "no go" zone for Greater Fae (as well as some of their lesser kin). Those Greater Fae entering the area affected by the Salt the Earth must save vs. Spells or suffer 1d6+1 hp per round (the same as undead and demons suffer from exposure to holy water). A successful saving throw reduces the damage to 2 hp/round (the same as splash damage from holy water).

The second effect is that the salted earth will typically no longer support plant growth. Over time, any vegetation in the area of effect will begin to wither and die. In an arid climate (e.g., steppes), the salinity will have a greater and more rapid effect than would be experienced in a wet environment (e.g. rainforest).



Sea Spray

Level: Magic-User 2, Druid 3
Type: Conjuration
Range: 0"
Duration: permanent, see below
Area of Effect: see below
Components: V, S, M
Casting Time: 2 segments (MU) or 5 segments (D)
Saving Throw: none

This spell conjures forth a spray of sea water, and the salt in the water harms fae as if they were undead exposed to holy water (1d6+1 hp on a direct hit or 2 hp for a splash).

The Sea Spray spell creates a fan of salt water (120 degrees in shape) with a reach of 1'/level of the caster. The Sea Spray will drench targets in the area of effect, as it conjures forth a volume of salt water equal to 4 gallons + 2 gallons/caster level.

The salt water may also be used to quench fires, dilute acids, etc. (the same as normal water).

Glass Blade

Type: Conjuration/Summoning
Level: Magic-User 4, Illusionist 5
Range: 0"
Duration: 1 round/3 levels (e.g. 2 rounds level 6 to 8, 3 rounds level 9 to 11, etc.)
Area of Effect: creates one weapon
Components: V, S, M
Casting Time: 3 segments (MU) or 4 segments (Il)
Saving Throw: see below

This spell creates a blade of crystal or glass out of thin air. The caster can make the *Glass Blade* appear in the form of a dagger, short sword, broad sword or long sword. While the weapon appears to be delicate (and typically very ornate and beautiful), fragile, brittle glass, it is in fact as durable as steel, and can be wielded like a normal weapon of the type conjured. While the *Glass Blade* has no bonuses to hit or to damage, it is capable of harming creatures as if it were a +3 weapon.

In addition to its use as a melee weapon, the *Glass Blade* has two additional effects. When the *Glass Blade* strikes an invisible creature, it causes that target to glitter and glow for 1d3 rounds, effectively eliminating the benefits of the invisibility for that period of time. Second, when the *Glass Blade* strikes an illusion, the illusion may be temporarily disrupted if the illusion's caster fails a save vs Spells. This disruption, where the illusionary image blurs, fades, and looks like something on a television with bad reception, lasts for only 1 round, after which the illusion reappears (be it a Greater Faerie's glamer, a phantasmal force, or other illusion). This may or may not provide viewers with a saving throw to disbelieve the illusion, but does provide an automatic "free" saving throw to disbelieve; the caster of the Glass Blade will automatically disbelieve (as they are fully aware of the magical power of the Glass Blade spell).

The material component is a shard of glass or piece of transparent or translucent crystal. The material component is not consumed in the casting and may be reused.

Gossamer Cloak

Type: Illusion/Phantasm, Alteration
Level: Illusionist 4, Magic-User 4
Range: 0"
Duration: 1 round/level
Area of Effect: caster
Components: V, S, M
Casting Time: 4 segments
Saving Throw: none

This spell summons a cloak of shimmering gossamer that shrouds the caster, making them shift and blur and appear partially immaterial. This has powerful defensive benefits. In melee combat, the recipient of a gossamer cloak receives a -2 AC bonus. Against missile fire (arrows, hurled weapons, manticore spikes, needleman needles, etc.) the AC bonus is increased to -3.

In addition, the gossamer effect has the added benefit of partially deflecting electrical energy and magic missiles. The base damage caused by either of these attack forms is reduced by -1 hp per die (i.e. the base damage, prior to any saving throw, is reduced). Damage from a die roll may be reduced to 0 hp. Magic missiles thus cause 1d4 hp damage per missile, instead of 1d4+1 hp per missile. A lightning bolt cast by a 7th level magic-user would cause 0 to 35 hp of damage, rather than the base 7 to 42 hp of damage.

The material component is a pinch of glass or crystal dust mixed with silver filings.

Shield of Glass

Level: Magic-User 4
Type: Conjuration
Range: 0"
Duration: 1 round/level
Area of Effect: caster
Components: V, S, M
Casting Time: 4 segments
Saving Throw: none

This spell conjures a shield of glittering glass that hangs in front of the caster and acts as a magical shield (+4 vs. missiles, +2 vs. melee attacks). The *Shield of Glass* also reflects electrical attacks (e.g. lightning bolts, blue dragon breath, etc.) and magic missiles back at their point of origin. Thus a magic-user casting a lightning bolt at a Greater Fae protected by a *Shield of Glass* will find that the lightning bolt rebounds directly back at him, causing normal damage, and subject to normal saving throws.

The material component is a piece of transparent or translucent crystal or glass.

Transmute Element to Crystal

Level: Magic-User 6, Druid 6, Illusionist 6
Type: Alteration
Range: 1"/level
Duration: see below
Area of Effect: a volume of 10 cubic feet/level of the caster
Components: V, S, M
Casting Time: 6 segments (MU, IL) or 8 segments (Dr)
Saving Throw: see below

This transmutation spell allows an element (air, earth, fire, or water) to be transmuted into crystal; it can be used as a sculpting or utility spell, or a weapon. The transmutation can be allowed to happen instantaneously (useful for neutralizing flames, damming a creek, creating a barrier from thin air, etc.) or allowed to take place over a turn (10 rounds) allowing for a careful sculpting of the end crystal. The sculpting process is driven by imagination and visualization, not actual skill as a sculptor, allowing the spell caster to create crystal sculptures and items of incredible beauty, complexity and realism. The sculpting process is hands-on (range 0") and assumes that the caster is in contact with the element, adding more, shaping the created object with their hands, etc. A volume of up to 10 cubic feet per level of the caster can be affected. For example, a 12th level magic-user could (upon kneeling down and touching the water in the stream) convert water in a stream into a crystal dam 20 cubic feet in volume (such as 2' thick, 6' high and 20' long). Alternately, he could make a crystal bridge of the same dimensions out of the air to cross the water), with the bridge starting at the tip of the caster's finger and "growing" across the stream.

Common uses include turning flames to crystal (as a decoration, or a way to render flames inert), transmute earth or stone to crystal (allowing it to be shattered), transmuting a bucket of water to crystal (very effective at restraining a captive if their hands are in the water at the time of casting). A weapon or tool could also be crafted directly from air, as could restraints. An individual encased in a crystal cocoon would have one chance to escape (a bend bars/lift gates roll); such an individual would then be subject to suffocation.

The crystal is as hard and brittle as quartz, and the crystal may have to save vs. Normal Blow or Crushing Blow if subjected to any abuse (such as using a crystal sword as a weapon). It receives a +1 saving throw bonus, which increases to +2 for a 15th level caster, +3 for any 18th level caster, etc.

If an elemental (or other entity of living earth, fire, water, or air) is targeted by this spell, they must save vs. spells or suffer 1d6 hp damage per caster level and be immobilized for the duration of the spell. A successful saving throw reduces damage by 50% and merely *slows* the target for 1 round/level of the caster.

The transmutation is permanent on the Otherworld, except for the illusionist version, which has a duration of 1 hour/level. On the Prime Material Plane, the duration of the spell is 1 hour/level of the caster. At the expiration of the spell the creation returns to its original form. This can be used as a trap (such as placing crystallized flames in a hay loft, resulting in the building catching fire several hours later, or having a crystal brace turn to air causing something to collapse).

The material component is a crystal of some type (even a crystal gemstone set in a ring); the material component is not consumed in the casting.

Spell Books

Greater Fae spell casters have spell books, but they are not the large tomes mortals expect. Many Greater Faerie spell books are patterns on an item (such as runes carved or stamped on a pottery bowl), a string of beads, a tapestry, etc. Some spell casters have been known to use intricate mosaics and frescoes as a means of recording spell formulae, and subtly letting visitors know that the owner of that particular home or structure is a powerful spell caster.

Rarely are powerful or unique spells recorded and displayed in such a manner, as the Greater Fae are secretive about the extent of their knowledge and power. However, such publicly displayed spell formulae inside a manor, estate or fortress is a subtle means of impressing visitors with the power and accomplishment of the occupant. The spell formulae can also be read in extremis as a last-ditch defence (as per the spell book rules in Unearthed Arcana), although such an act "burns out" the mosaic.

Faeries use a slightly different "magical language", one which mortal spell casters are unlikely to recognize, and even less likely to understand. The chance of recognizing Faerie magical writings is equal to 3% per point of intelligence. Those who speak elven (or any of the written faerie languages) gain a +10% bonus to recognizing the language as magical. Native elven speakers (e.g., elves and half-elves raised in elven communities) gain a further +15% chance to recognize the language as magical.

Once the "writings" (or designs, or pattern or even texture) are identified as being magical writing, a normal *Read Magic* spell will be capable of deciphering the spell formula to the point of understanding what the spell is. This will allow the spell to be cast using the "spell book", as described in the *Unearthed Arcana* with the exception that such an act has twice the normal chance to destroy the "spell book".

2) Innate Abilities

Greater Faeries are creatures of magic, and even the least of them has some type of innate ability. Furthermore, these entities are effectively immortal, and constantly surrounded by other creatures of magic. This longevity and exposure to constant use of magical abilities mean that even an idiot among the Greater Fae will understand their abilities, and will be able to use their abilities to the fullest (and often very creative) extent.

In fact, the Greater Fae will preferentially (instinctually) utilize their innate abilities, rather than use memorized spells or martial skills. Greater Fae thus walk around invisibly, or constantly change their appearance, or blink from one place to another, etc. In idle moments a Greater Fae may "play" with their abilities, the same way a person would doodle or tap their fingers on a table.

3) Fae Magical Items

The Greater Faeries prefer to use magical items that are both subtle and beautifully crafted. A **Wand of Paralyzation** or **Wand of Conjuration** would be preferable to a **Wand of Fire**, for example. A **Ring of Human Influence** would be considered preferable to a **Necklace of Missiles**. While they prefer beautiful and

subtle magic, Greater Faeries prize magical items of all types (including those of mortal and elven manufacture) and will go to great lengths to acquire them from mortals, whether through trickery, bargains, or outright theft. Only those magical items made of cold iron will be avoided.

The Greater Faeries use magical armor and weapons stolen from the mortal realms, but are loathe to use such items made of iron or steel. Just as often they manufacture their own magical armor and weapons. This magic is powerful, but also transitory, and melts away into mists if it comes into the possession of a mortal. Common Fae very rarely have access to these magical items, and not even all Knights will have access to them.

The Fae have many items that appear to be metal, but in fact are not. This is particularly true of their weapons and armor. In the hands of the Fae, these items are as hard as steel, but they do not rust, they do not conduct heat or electricity, nor do they ring when struck. These items are also not as heavy as one would expect. The armor is often as light as a wool sweater, swords razor sharp but feather light.

Faerie Weapons

Greater faeries use light, quick melee weapons such as short swords, daggers or knives. They avoid two-handed weapons or heavy weapons (like battle axes or bastard swords). These weapons have an equivalent value of +1 to +3 (+1 for Knights, +2 for Lesser Nobles and +3 for Nobles), but they turn to mist in the hands of mortals – although they could be "gifted" to mortals and last for 7 days and nights.

Note: The weapons are so light that weapon speeds are reduced by 2 points.

Even the least of these weapons is considered to be a +1 weapon in terms of to hit and damage rolls. They are not considered magical. In terms of what they can harm, default to the Greater Faeries' Hit Dice. Common Greater Faeries may (50%) wield a +1 weapon of this nature. If they don't, they are likely to have a stout club or staff, a bow, or some strange weapon like a dagger carved from a giant fang. Knights are more likely to have such weapons – 65% to have a +1 weapon, 30% likely to have a +2 weapon, and 5% likely to have a weapon of wood, bone, crystal or stone.

True Nobles are unique entities, and tend to have unique weapons, armor and items; as they have incredible innate personal power, a True Noble is often attracted to an item because of a quirk or other unusual property, rather than simple raw "power" of the item. DMs should keep this in mind when designing a True Noble.

Note 1: there is a 20% chance that a Lesser Noble will also have and carry a random magical weapon determined by a random roll in the Unearthed Arcana (1d6, 1 -2 = Table III.G , 3 = Table III.G.2., 4-5 = Table III.H, 6 = Table III.H.2.). Lesser nobles have magical weapons, 80% likely to be a Faerie Weapon (75% chance of +2, 25% chance of +3), and 20% likely to be a "mundane" magical weapon, but of non-iron make (a bronze sword, silver dagger, spear carved from a dragon's tooth, etc.).

Note 2: there is a 50% chance that a Noble will also carry a random magical weapon determined by a random roll in the Unearthed Arcana (1d4, 1 = Table III.G, 2 = Table III.G.2., 3 = Table III.H, 4 = Table III.H.2.). Nobles have magical weapons, 40% likely to be a Faerie Weapon, 40% likely to have a mortal, mundane magical weapon (of make described under Lesser Noble), and 20% likely to have 1 of each (roll twice on the appropriate tables).

Mortals cannot hope to wield such magnificent weapons as these Fae weapons. In the Otherworld and the hands of a mortal, these weapons slowly disappear, becoming translucent, then glassy, then vanishing over a period of a day. In the mortal realm, the same process occurs, unless the weapon is exposed to sunlight, in which case it turns to mist in 1 to 3 rounds.

A weapon stolen from a faerie (or freely given by, unless subjected to magical spells) will reappear in their possession when it disappears from a mortal's hand. Weapons taken from a slain faerie and claimed by a mortal disappear forever.

Fae Weapons table

Fae Type	None	+1	+2	+3	+4
Common	01-50	51-00			
Knight		01-65	66-95	96-00	
Lesser Noble (1)			01-80	81-00	
Noble (2)				01-95	96-00

Faerie Mail

Faerie Mail has been previously described in *& Magazine* issue 9. Some common greater fae or knights (who lack access to faerie mail) have been known to don armor made of the hide of creatures like dragons, gorgons, etc. Fae of all types will also use magical devices such as rings of protection, cloaks of protection, bracers, etc. as long as such items are not iron or steel. Some Faerie Knights have been known to don Bronze Plate Mail, often accompanied by closed face helms that completely conceal their flesh.

The magical armor worn by greater faeries looks something like a cross between a suit of gossamer chainmail, and plate mail made of glass. Some armor looks like sculpted crystal. In many ways, this faerie armor is similar to the illusionary armor created by the 1st level illusionist spell *Phantom Armor* (providing a base AC of 3 and absorbing damage), with a few critical differences.

First, the armor cannot be disbelieved. While it seems semi-substantial, it is real. Similarly, the Faerie Mail will not be affected by a *Dispel Magic* spell; however, it is vulnerable to both *Anti-Magic Shell* and *Mordenkainen's Disjunction* spells.

Secondly, in addition to providing a base AC of 3, when worn by greater faeries with an AC better than 3, the faerie mail provides a +2 bonus to AC. The AC is improved by any Dexterity bonuses, and can be improved by magical protections (such as a **Ring of Protection**, a **Cloak of Protection**, etc.).

Third, the faerie mail does not interfere with spell-casting, stealth, or the use of thief abilities.

Fourth, the average suit of faerie mail can absorb 12 to 22 hit points (2d6+10) of damage before being dispelled. This includes any form of physical damage, be it arrow or sword, club, *Magic Missile*, *Fireball* or *Lightning*. Magical attacks that bypass armor, such as *Cloudkill, Death Spell, Finger of Death* or *Power Word: Kill* are not "soaked up" by the faerie mail. The faerie mail essentially acts as a "second skin", an ablative layer of extra hit points. As few greater faeries make a habit of entering prolonged combat, the protective benefit of faerie mail is normally enough for them to gain an advantage or flee.

Some Greater Fae, in particular those with great skill in magical spell-casting or with magically powerful patrons, have additional enchantments attached to their armor. Some examples include:

- *Rust Monster Effect*: should a mortal's iron weapon strike the armor, it will still harm the fae, but the weapon will rust away.
- *Blink*: when struck, the Fae's armor activates a "blink" effect, hopefully moving the Fae to a safer or more advantageous location.
- *Protection from Normal Missiles*: normal missiles veer away from the Greater Fae clad in this armor.
- *Reflects Electricity*: Greater Fae have learned just how powerful druids in a storm can be (with that annoying *Call Lightning* spell); this enchantment reflects the lightning bolts back to where they came from.

Miscellaneous Magic

Fae desire magic of all sorts, particularly that which is beautifully crafted. Wands and staves are common among the fae. These are carved wood, ivory or crystal: delicate and beautiful items. Enchanted jewelry is ever popular: rings, necklaces, torcs, bracelets, armbands, circlets, tiaras, crowns, etc. Many are made of unusual materials, and are not enchanted with the same magics mortals expect. Examples of Greater Fae magic include:

Torc of Shouting

A beautifully crafted piece of jewelry, the torc allows its wearer to "shout" (as the 4th level magic-user spell) once per day. It also provides a +2 saving throw against sound based attacks (a dragonne's roar, a harpy's song, etc.).

GP value 10,000; XP value 1,000

Torc of Song

This beautiful torc allows the wearer to sing a song once per day that entrances listeners, creating a "Fascinate" effect within 3" radius; more powerful versions also allow the singer to inspire courage and battle skill (just as a bard does).

GP value 15,000; XP value 1,500

Armband of Gaseous Form

This magical armband, crafted of smoky glass or crystal, allows its wearer to assume gaseous form twice per day, as the potion with the exception that 35 lbs of gear and any faerie crafted armors and weapons also take on gaseous form.

GP value 15,000; XP value 1,500

Circlet of Distance Distortion

The wearer of the circlet has the ability to distort distance anywhere within their view, as per the 5th level magic-user spell. This effect can be created 3 times per day.

GP value 17,500; XP value 2,000

Hand Mirror of Gazes

This silvered hand mirror catches & holds a gaze attack, and the attack can then be unleashed at the owner's command. When capturing a gaze, the mirror's owner is immune to the gaze attack. Some mirrors are capable of holding up to 4 gazes.

GP value 25,000; XP value 2,500

Mirror of Vanity

This is a cursed item, used as a weapon between Greater Fae. When someone looks into the mirror they are captivated by their reflection and stare at it unless physically removed. They suffer a saving throw penalty equal to 1/2 their Charisma or Comeliness, whichever is higher.

GP value nil; XP value nil

Crystal Vial of Mists

When opened, thick clouds of mist billow out of this vial. The mists pour out at a rate of 1,000 cubic feet per round, and the vial can produce mists for 2 turns per day. The vial's owner can mentally control the mists, using them to create a *Wall of Fog* or *Obscurement* effect.

GP value 15,000; XP value, 1,500

Prism of Magic Bending

This powerful item allows the wielder to intercept spells and break them apart. The prism is able to effect 11 spell levels each day. When the prism is used to break apart a spell, the spell is drawn into the prism and scattered in 7 beams of sparking light, dissipating harmlessly. If an attempt is made to break a spell of a level exceeding the capacity of the prism, the spell will be reduced in power by a proportion equal to the amount of the "charge". For example, if only 2 spell levels remain, and the wielder attempts to break apart an ice storm (4th level), the spell effect is reduced by 50% as the other 50% of the spell is converted to 7 rays of light.

GP value 25,000; XP value 3,000

Cursed Magical Items

Greater Fae find cursed items (such as the Mirror of Vanity described above) to be quite amusing, and they often "gift" such items to rivals, innocent passers-by, or even allies.

4) Mortals & Faerie Magic

The magical lore and items of the Greater Fae are sought after by mortals; the unique properties of the Fae magic are considered by many mortals to provide an edge or element of surprise. However, as has already been described, mortals will face limitations when using some Fae magical items or in learning Fae magic.

Material Treasure

Faeries value material treasure only for the value that mortals place upon such dross, and the resulting usefulness of such items in manipulating mortals. Those with abilities such as creation (minor or major) or *Fool's Gold* will certainly use these powers to create "treasure" with which to manipulate mortals. Others will collect items such as gems and jewelry, or coins if need be for possible use in some scheme.

In general, greater faeries may be considered to have Treasure Type: K (x 10), M (x 10), N (x 5), Q and a 15% chance of having 1 piece of jewelry. Knights will have double this, Lesser Nobles ten times as much, and Nobles 100 times as much.

Conclusion

This concludes the fourth and final installment of the Greater Fae series of articles. As I developed the Greater Fae, the Otherworld, and the magic of the place for my game, I was seeking to create a powerful race of entities that could be an adversary, an ally, and a neutral bystander all at the same time. I wanted to create a race that could stand on near equal footing with demons, devils, and devas, but that had none of the stigmas and limitations that seem to come with those entities. Hopefully I've at least partially succeeded in drawing together the multitude of inspirations and distilling it into a "people and place" that gives DMs a whole new set of enjoyable & memorable challenges to set in front of their players.

Persistent Paladin Problems

by Duane VanderPol

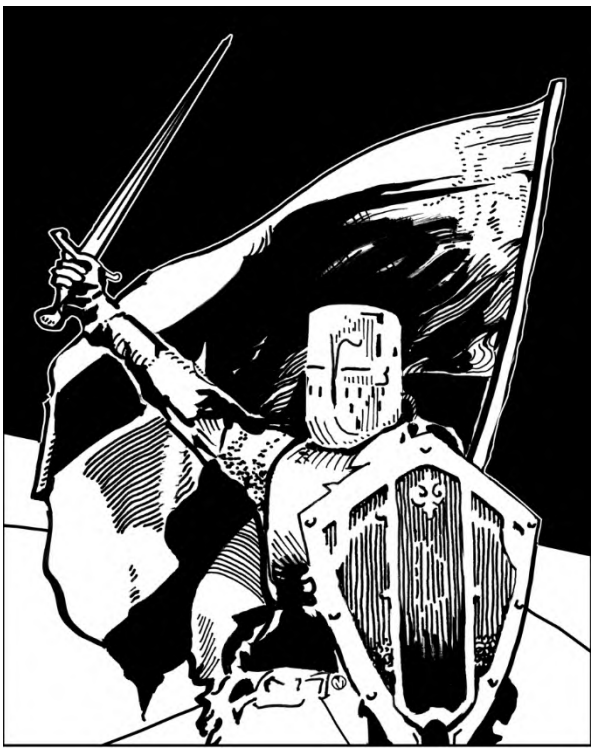
Unraveling misconceptions that have sprung up around the class over the years

Honestly and truly, there isn't anything that should be so problematic and complicated about paladins in AD&D. Yet, perhaps second only to alignment itself (a whole other article), paladins are a recurring and sometimes even hotly debated issue. But it should be quite easy. I mean, sit down and read the *AD&D Players Handbook* (PH) entry on the paladin class. You'll see that there is no requirement for adhering to an especially cumbersome "code" or restrictive behaviors other than what is clearly given there.

Depending on how you want to read *Unearthed Arcana* (UA), it saddled paladins with the feudal chivalry code that it required of cavaliers (it didn't overtly say that, but said that the abilities of the paladin class were unchanged and that they got the additional abilities of cavaliers without clearly saying they also got the role playing requirements of a chivalry code). But let's not digress. This is about 1E paladins, right out of the *PHB*. There, the "code" was quite simple. Just be Lawful Good.

Nobody writes articles about how difficult it is to play a Lawful Good (LG) cleric or LG magic-user. Now how much ink and how many electrons have been devoted to playing paladins? Yet their basic behavior restrictions are no different than those of any other LG class, which are rarely, if ever, seen as problematic. If you can handle LG anything else you can handle paladins as a player or DM. There is merely an issue if they knowingly (as in: intentionally) behave chaotically, when they lose their powers but can atone and go back to work. If they knowingly and willingly do evil, then they become fighters forevermore. How hard can that be to manage as player or DM?

The problem lies with interpretations of alignment; with what is or isn't to be considered LG behavior. Oh, there's some other little things like ... paladins will never be rich. I mean, if you have a player who wants to be a rich paladin they're playin' the wrong class. And they don't associate with evil people. That's not rocket science either, and they don't need to cast *Know Alignment* or even *Detect Evil* on other PC's to figure out who they should be hangin' with. They can tell by what such characters DO. They'll never be a walking magic store either. But those are never the stumbling blocks.



All the other stuff commonly dumped on vanilla paladins about chivalry, or added codes of behavior over and above alignment are the DM loading the class down with extra obligations they weren't originally given. As a DM you ought to explain to a paladin player in detail all the baggage *you* add on to the class. Unfortunately, you also need to explain – in detail – just what kind of things they will and won't be able to do. Treatment of prisoners, handling surrender, evil babies, and so forth are common topics needing to be given default responses. These are alignment issues.

Everyone has different ideas about alignment. Paladins are inseparable from their LG alignment (literally so) so DM's just cannot be vague about things related to a paladin's behavior. We can't expect players to have ESP and just read the DM's mind about what's okay and what's not, to simply know the DM's personal interpretations of LG alignment without asking. It's got to be laid out up front. If it isn't, or if the player finds his PC dealing with something not covered before, the DM has every obligation to inform the player directly as to what is acceptable or not, and do so before it even really becomes a question. If such information is not

volunteered at the outset of playing a paladin, then the player has every reason to demand it from the DM. Players should not be forced to guess at correct moral answers for paladins in particular.

The *PHB* says, "Law and good deeds are the meat and drink of paladins." Paladins know their moral obligations. They live it. They don't screw that stuff up by guessing (even if the player does). If the player is left to guess, then the DM can only be seen as deferring to the player's judgment over his own because the description of the class makes it fairly clear that there is never any doubt for a paladin what the Lawful and Good thing to do is. How can a DM claim that a paladin would ever not know the correct answer to moral questions they find themselves dealing with if that is their relentless concern?

It is simply a matter of communication between player and DM as to what the DM considers to be permissible or not. *Paladins do not fall by accident. Not ever.* By the PHB description they *can't* just "stumble" into doing the wrong thing. They have to intentionally do unacceptable things which they know are wrong. If a player ever has a paladin do something the DM knows to be wrong for LG alignment, then it's the work of mere seconds to just say something: to clarify the situation and determine that the act is indeed intentional.

DMing paladins is only a problem if the DM is deliberately vague about interpreting alignment, willingly lays moral traps for paladins to fall into, and then punishes the PC for not knowing what the DM has already concluded is the correct answer. If the DM knows what the correct behavior is then there is no excuse whatsoever for him not communicating that knowledge instantly and unambiguously to the player – especially if the player is mistaken in their own conclusion. It matters little, it seems, if players are even making their best, good-faith effort to do the right and correct thing. Too often the DM sets them up to fail by not giving the player the information needed to play the class – that information being what the DM considers their LG alignment to obligate them to do or not do. For reasons I just don't personally comprehend, so many DM's *try* to make paladins fall, and then act shocked, appalled, and disappointed when they do.

Chivalry is not obligatory for paladins according to the *PHB*. I'm not saying that you can't or shouldn't add that to the class if that's your thing – but that's house rules. Even with a code of honor or chivalry obligations, those things are not much of a valuable addition to the class if it ends up obligating the paladin to be stupid. I'd consider it stupid to be required to extend mercy and honor to those who cannot be trusted, or who themselves have no honor, who recognize no chivalry, and who do not merit any mercy because of their deeds.

Again, the paladin's "code" is to *be* LG. Their goal and intent, however, is not stated as trying to make the world LG. They'd love it if it ever happened, naturally, but they have no special ability to cause others to change alignments, nor an obligation to be a missionary. No, the idea we are left with is that they do what they do in the way that they do it in order to simply make the world *better* for everyone – whether they believe the same things as the paladin or not. The way a paladin makes the world better for everyone is with violence.

Paladins behave as righteously and justly as possible (be LG) but they also work to rid the world of evil – and they do that with violence. It's not done with counseling and probation which they have no special skills for. They have no requirements to redeem anyone or anything (though again, if they could manage to actually do that then wouldn't that be just swell?). A paladin's escalation of force *starts* with a weapon to the head, not with a verbal warning. They have no code requiring nonviolence or measured response beyond what any other LG character has. A paladin is a *fighter* subclass. They *kill* things. It is what they do and they do it well. They are given bonuses to kill and combat certain things and resist attacks of certain things - those certain things being Evil.

A paladin does not require others to conform and convert to his deity or his alignment. The paladin's restrictions are *theirs* to live up to. Their restrictions are not intended to be forced upon others (other party members in particular).

Paladins are not required to be "leaders". They're good at it, of course, partly because they are such excellent warriors and partly because their outrageous Charisma requirement naturally carries loyalty and devotion from followers, but they otherwise have no greater claim to a leadership position nor obligation to tell everyone around them what to do than any other PC. They most certainly don't get to dictate terms to the party members just because they're paladins.

Instead, it is actually the other PC's who *choose* to accommodate a paladin. They *let* the paladin be there as a member of the party in the first place. Just allowing a paladin to go adventuring with you doesn't suddenly make you second banana to all of their goals and obligations. Being more righteous and upstanding than anyone else in the party doesn't mean that as a paladin you get to lord that over them at every turn and run the

show. A paladin is intended to inspire others to better behavior, not to force others to it simply by being around him. Paladins do not exist to police other PC's.

Different paladins may have different social views but their alignment should not be causing conflict. I don't grasp how two paladins could ever come to blows over some kind of moral or ethical disagreement unless one of them falls in the process or is just totally mental. It is utterly inconceivable to me how by allowing another paladin to do something (which neither paladin will fall as a consequence of doing it) there can possibly be an issue between them that would result in violence. The idea of two LG paladins considering each other evil is ludicrous. If one of them truly perceives the other's actions as evil, then one of them must simply be dead wrong.

Paladins can have nearly any personality flaw and foible as any other PC and that includes being a drinker. *Intentional* misdeed is their cause for fall. If a paladin has dipsomania (as defined by the *DMG*) he may feel very, *very* bad about things that happen when he's drunk, especially if he could have helped someone in need and couldn't simply because of being drunk. But that'd be the result of insanity, *not* a deliberate choice. Even if a paladin is getting drunk by choice that doesn't make it an act deserving of a *fall*. Not unless getting drunk is a choice that is made deliberately when the paladin knows it to be a chaotic act or an evil act. That relies a lot on his actual present circumstances and actual events, and very little on what might happen hypothetically.

I can see how a paladin simply choosing to get drunk for no particular reason can be seen by some as being chaotic behavior. But that only means the paladin would lose his powers until atoning – as delineated in the *PHB* – and then regain his powers in full and move on. It would not matter that some innocent girl could die because the paladin may have been drunk and incapacitated when he otherwise might have been there to save her. He'll feel really, *really* bad about that – IF it happened, but he'd atone for the chaotic choice of getting drunk and move on. He'd only fall permanently if he intentionally and willfully gets drunk even though he knows that doing so at this moment IS wrong because of what *will* happen – not because of what might happen. An orphanage could burn down a block away while the paladin was asleep – it doesn't make his choice of going to sleep a chaotic one so the choice of getting drunk can't be either. A situation where getting drunk would actually be knowingly evil is so far-fetched it's really not worth addressing – but certainly atonement requirements could and should be rather more harsh for continual and willful drunkenness which the character has control over (which could then call into question his ethics under a LG alignment).

Paladins don't have mystical obligations to defend every helpless innocent, much less suffering a fall for failure to successfully protect every innocent no matter their ability to have done so. Again, only intentional acts known to be wrong will cause them to fall. You can't punish a PC for failures in the face of situations he has no reason to expect. Not even a paladin.

In any case, questionable acts by a paladin are not simply to be noted silently by the DM for later gleeful punishment. They are to be interrupted before the DM assumes they have occurred so that the intent of the player, and the understanding of the player about consequences, can be *verified*. This isn't a matter of guessing correctly. It's not even a matter of the player should know better. It's a matter of the character class knows better. Again: "Law and good deeds are the meat and drink of paladins." When the player is having his PC undertake actions that deliberately fly in the face of the description of the class the DM should bring the game to a screeching halt and find out the entirety of what in the heck is going on. That communication should happen NOW. Not later.

A paladin acting like a disruptive jerk is no more acceptable than *any* PC being a disruptive jerk. It should be no surprise to *anyone*, however, that choosing a Paladin as the class for your character is choosing an inherently greater role-playing challenge than any other character class. Paladins may only have their behavior restricted by their alignment rather than an additional code of conduct, but they have a lot less leeway than other classes to fudge occasionally. That's important to remember and should be a first and foremost consideration in choosing to play a paladin, but it is too often ignored (by DM and player alike) until it becomes a problem. Don't choose the class if you're not up to it. If you're the DM and you have a player whose commitment to the class is coming up short, then *help* them deal with it instead of trying to make it as difficult for them as you can.

Now, this is more my personal opinion, but I say that paladins have only *very* vague special obligations based on their chosen deity. They are not champions of a chosen deity; they are champions of their already reasonably-defined cause as a class. The PHB is clear that 1st through 4th level clerical spells (the highest that a paladin could ever cast) are granted by lesser servants of the cleric's deity after meditation and devout prayer. There is no special description of having to uphold deity-

specific obligations there. Now it seems sensible that a deity will want any caster to emphasize certain things that the deity himself is concerned with over others in order for the character to continue to receive spells from that deity (or even from his lesser servants). But a paladin does what a paladin does. He's cleansing the world of evil because that's what his class powers are oriented around and what his alignment already indicates is right and just. If you want paladins to start being and doing something different – something based more on the deity, they choose in the game world – then again you're talking about house rules.

Paladins are not clerics. Clerics are the ones who are sensibly seen as already being the special enforcers of the specific deity they choose (though technically, not even clerics are saddled with special deity portfolio tasks). Paladins are much more sensibly seen as having the backing of a variety of deities to do what it is they do as paladins. Any such deity as the paladin may choose as his patron would not expect the paladin to instead be crusading for their more narrow purposes – they simply support the paladin's efforts such as they already are.

Paladins being dropped into a campaign setting where they are not, for whatever reason, allowed to kill evil (despite that being what their powers are overwhelmingly oriented around doing) is the DM, or at least the setting designer, being a jerk. A DM who believes that the way to DM a paladin is to test them at every opportunity, to place an endless series of moral obstacles in their path, to force them to guess at correct choices, and then eviscerate the PC and berate the player for failing to have guessed correctly has no sympathy from me. If you manage to make that work without players coming unglued on you I'm a little astounded. I know I'd never stand for it as a player – not even if the paladin wasn't my PC. The exception would be if I was fully aware of the DM's narrow view on the matter at the outset and agreed to play on that basis. And yet DM's seem to repeatedly and consistently think that making life for player and paladin PC as obnoxious and difficult as possible is how it's done correctly. That just floors me.

One issue that keeps coming up with paladins is Detecting Evil. By the book you can't Detect Evil constantly and act on the results. It just doesn't work that way. The ability mimics the spell in the PHB which describes a very simplistic function, but in the DMG the DM is given every tool to ensure that it *doesn't* work so simply. It is actually difficult to use it effectively and the only reason for that is to avoid just the kind of abuse of the power that too many people seem to bizarrely *expect* from a paladin.

According to the DMG, only Know Alignment should generally be able to determine, "the evil or good a character holds within," and it is important to distinguish between actual alignment and some 'powerful force of evil' when this detection function is considered. Targets *might* radiate evil accordingly if they:

- are "strongly aligned"
- do not stray from their faith
- are at least 8th level or higher
- are intent upon appropriate action

It further specifies that use of the paladin ability requires no less than one round of effort, stillness and concentration. That is, the paladin "must stop, have quiet, and intently seek to detect the aura." In short, it is just not possible for a paladin to stand on a street corner "pinging" passersby and executing whoever merely happens to be of evil alignment. He simply won't detect such people.

Even a 9th level evil NPC who is casually murdering a random innocent on the other side of a wall might not be detected by a paladin who is actively detecting evil. "Strongly aligned" is an undefined term, but I take it to mean someone being of the alignment extremes of LE or CE, with the further caveat of "not straying from their faith" – meaning that still more specific circumstances are required than merely being of an extreme alignment. They must be actively dedicated to that alignment and what it stands for; you have to be committed to the cause and not just happen to carry the label. Even then they furthermore have to be high enough level. The target to be detected must also be actively engaged in some deed

or course of action that is not just casually abhorrent, such as a murder, but Evil in the furtherance of the aims of Evil itself – as perhaps a sacrificial murder intended to open the gates of Hell. Fulfill all those conditions and then, maybe you can detect the character with the Detect Evil ability.

Seems like a pretty solid nerf of the ability. Stops being much use at all, right? Well, none of that is actually intended to be a complete denial of the ability (though it can, again, easily be misread that way by a cavalier DM). To me, it is simply and clearly intended to place the power to interpret what is detected, and why, into the hands of the DM, and not at the whim of a meta-gaming player looking for easy justification to leap into battle with minimal and superficial cause so they can start to kill stuff. The DM should not just try to prevent Detect Evil from accomplishing anything useful, but to retain it as a tool to help move the game forward at his own discretion.

Now let's talk about questions of authority. A paladin's place is generally as a substitute for authority, or an active agent OF authority. It is clear that many Paladin/alignment related problems spring from their being placed into campaigns where their core purpose – to kill Evil things – is actually treated as itself being a near-crime. They are *supposed* to be judge/jury/executioner, and respect and obedience to legitimate authority means that they are meant to be recognized and permitted to do what they do. Often it is assumed that if a paladin does something so simple as to follow the dictates of his class that he is usurping authority rather than reinforcing it. If they are not permitted to act as their class would have them act, then paladins have almost nothing to do within such a society. How could the class even develop, much less continue to exist? Paladins exist because legal codes, law enforcement organizations, or social norms fail to suffice to keep Evil in check and their work should be embraced, not deemed criminal and extra-legal.

If an authority is *not* legitimate in the paladin's eyes, the paladin is certainly unrestricted in acting as he deems fit. If an authority is simply too distant or untimely the paladin still should have every reason to act as they will because even neutral societies would acknowledge their benefit from a paladin's commitment. If the paladin recognizes legitimate authority, that legitimate authority should likewise recognize him! It should be extraordinarily unusual for the paladin's actions to be considered even remotely criminal except when it takes place in a society that directly and openly opposes *all* that a paladin can and will do – a society of Evil.

Where an authority has jurisdiction, and the paladin recognizes its legitimacy, but that authority still contradicts or overrules the paladin's normal activities, then obviously the paladin would willingly accept restriction in what he can do – insofar as the authority in question does actively restrict him. That is, there should then be specific laws or understandings in place that the paladin has good reason to accept in denying him the right and ability to exert the innate authority granted to him by his class. All of this should be understood by the character and well-explained to the player long ahead of time.

Out in the wilderness any Evil creature, regardless of age, helplessness, etc. is a legitimate target for being killed outright and without hesitation by a Paladin. An Evil alignment *defines* such monsters as being worthy of such treatment and the paladin's class actively promotes their elimination. It doesn't mean a Paladin necessarily MUST or even *should* get Medieval at every ping of an Evil alignment but it is certainly within the realm of what's allowable for a paladin character concept unless the DM says specifically otherwise for good reason. In a city, however, the paladin still can't just stand on a street corner Detecting Evil, and then killing those who "ping" as being Evil – even if that would work (see above). Evil people still have to commit crimes, and even then the paladin might not have the authority to enforce lethal punishment for those crimes without a trial, and so forth – *if*, as mentioned, the society inexplicably refuses to allow paladins to operate.

Paladins are *not* described as being the Thought Police, but their word alone may (at least should!) suffice as evidence of a crime in any formal court. As DM you must detail to players how you perceive the role of paladins contrary to what their *class* indicates. Paladin characters are *not* ignorant of these nuances and would never be caught blundering into committing a crime "by accident" or endangering their class as a mere result of following their class if the DM insists that they are in a physical area where they are not permitted to act accordingly.

Paladins, being LG, are often saddled with ideas about acting according to a code of honor, and in particular it's sometimes assumed that they must not lie for any reason. Even if you assume that is the case, the fact that they can't lie doesn't mean they are necessarily forbidden from deceiving their enemies. It's a possible interpretation, one that could be fun to play out in a game, but generally it's just a shockingly foolish and impractical one. Acting with honor does not mean that you *must* put yourself at a disadvantage, particularly with those Evil opponents with whom Honor cannot be exercised in the first place.

Honor is a two-way street – you give honor even to opponents because you expect to receive it back as appropriate. Seldom would a paladin extend honor with an expectation of it *not* being returned or appreciated for what it is. Honor and respect are things that must be continually earned, not something that even Evil people are automatically entitled to. Being honorable doesn't make you stupid (necessarily). If you can't reasonably anticipate your own honorable behavior to be respected, if an opponent can be expected to only turn honorable behavior against you, then you have no honor obligation to them. You could still extend it to them, and maybe you should under some circumstances, but you don't have to by default. Even consistent failure to tell the truth should hardly make any paladin have concern for his standing. Now you can play your character or run your game such that it *is* a paramount, unbreakable part of a paladin's commitment from which there can *never* be deviation, but that's *your* affair. It should never be promulgated as being the only correct way to handle it.

Paladins ought to help those in need, respect life, and punish those who harm or threaten innocents. If someone who harms or threatens innocents suddenly becomes a person in need – even begging for assistance – their past behavior is not suddenly excused. If you're holding an Evil Overlord over a pit of certain death and he begs for mercy you do *not* have to give it to him. You possibly could, but in the *vast* majority of cases it would be your overriding duty to ensure his immediate lethal punishment.

Nonetheless, paladins do not torture prisoners, nor knowingly allow their torture or mistreatment. Indeed, simply suspecting that a prisoner for whom they are in some fashion responsible is being tortured would obligate them to put a stop to it and then appropriately punish the offender. For a paladin, once you accept an individual as a prisoner you have effectively taken a certain responsibility for their humane treatment. Note that this does *not* preclude altering their ultimate fate. In other words, if you take a prisoner you can't casually torture him for idle information, but you *can* inform him that unless he gives information you'll execute him, and then follow through without a moment's hesitation or regret. You can also inform him after capture that he *will* simply be executed. Simply allowing him a brief respite from his ultimate fate does not alter the fact that only moments ago he may have been trying to assassinate you. It would be the decent thing to ensure swift, painless execution but execution is nonetheless warranted.

Accepting surrender only means that you are agreeing to not kill him that very moment. Nothing more. Perhaps it is to allow someone's last moments to be less violent, to allow brief religious preparations, or to actually allow an enemy to negotiate for a fate other than death. Accepting surrender means that you are granting the possibility of such things. It never, ever is the equivalent of agreeing *not* to ultimately execute your prisoner.

As a player of a paladin you should maintain an awareness of the goody-two-shoes restrictions you have voluntarily accepted in choosing to play a paladin. Do not have your character act unthinkingly in situations that have moral and ethical consequences. You have clear role-playing restrictions that you *chose* as a player, and thus ought to be mindful of and adhere to (unless your intent is to explore the roleplaying possibilities of error, the loss of abilities, and usually the eventual redemption). If so you should inform your DM so that they may better handle that in the game and know what to expect.

If you have a question about what your paladin may or may not do and the response from the DM is vague, noncommittal or akin to "as a paladin you're not sure," then your DM cannot legitimately enforce severe consequences for your making a good-faith effort to simply guess at the correct action, or apply your own interpretations as being the correct ones for your character. Tell him so right then. If you turn out to be "wrong" in guessing then the worst that should happen is a very temporary loss of status, easily restored with an Atonement spell (which should *not* require an accompanying quest). Losing paladinhood is *never* done through ignorance, chance, or especially through good-faith attempts by player or character at doing what's right, but only through deliberate evil or misdeeds in defiance of consequences.

Paladins could be and maybe even should be some of the most fun and interesting PC's in the game, despite the roleplaying challenges they still face, but it seems that DM's, rather than solving what they perceive to be problems, choose things that will only exacerbate them and then it's no wonder that they and their players come to despise the class. But I think virtually every problem with paladins is a *DM-created* problem and they have themselves to blame for that. Even if you disagree with everything I've said you can still eliminate 99% of potential issues by communication: telling players how you expect them to handle the class and alignment, and what you have added onto the class that the PHB alone does not call for.

Monitor Class

By Lenard Lakofka

This class was brought into being at the auspices of Phyton in the Common Year 533. The reason for the creation of the class was to give Phyton's druids (and those of Xerbo and Norebo) greater protection. Many of the Monitors who were trained by Phyton himself (with the aid of Phaulkon or Llerg) were the spouse or sibling of the druid to whom he or she was to be given as added support for the Druid's work in the forests and plains of the Flanaess. The eleven Monitors trained by the pair of gods were placed in lands populated by a large number of Suel descendants. Each was 6th, 7th or 8th level when placed in the year 542. Since that time these original Monitors have trained a number of others.

Notes. At levels 1 to 5, a ranger and a druid mentor the student. The ranger may be of any good alignment but Neutral is preferred.

Minimum Ability Requirements:

- Strength – 12
- Wisdom – 13. Druid mentor must have at least 13 wisdom.
- Constitution – 13
- Charisma – 13
- Dexterity – 9
- Intelligence 6. Intelligence limits languages:
    - 6-9 – Druidic language + 1 additional language
    - 10-13 – Druidic language + 2 additional languages
    - 14-16 – Druidic language + 3 additional languages
    - 17 – add language of a woodland being (sprite, fairy, etc.)
    - 18 – can read from druidical and clerical scrolls.

Races: Humans, half-elves and halflings (if you allow halfling Druids).

Alignment: Neutral but allowing tendencies to good, chaotic or lawful but not evil.

Deity: Phyton (90% likely) but Norebo or Xerbo on occasion.

Wisdom bonus spells added to capacity:

Wisdom	1st Level	2nd Level	3rd level
14	1	-	-
15	2	-	-
16	2	1	-
17	2	2	-
18	2	2	1

Spells Allowed

First Level

Detect Balance
Detect Magic
Detect Poison
Faerie Fire
Goodberry
Predict Weather
Purify Water
Shillelagh

Second Level

Mammal Friendship *
Create Water
Entangle
Flame Blade
Obscurement
Produce Flame **
Slow Poison
Speak with Mammals *

Third Level

Charm Mammal *
Cure Light Wounds
Heat Metal
Hold Mammal **
Protection from Fire
Reflecting Pool
Warp Wood
Water Breathing

Fourth Level

Dispel Magic
Mammal Summoning I *
Neutralize Poison
Repel Insects
Snare
Stone Shape
Summon Insects
Tree

Fifth Level

Commune with Nature
Cure Serious Wounds
Hallucinatory Forest
Mammal Summoning II *
Pass Plant
Plant Door
Protection from Lightning
Wall of Fire

Level	Title	HD	XP	1st	2nd	3rd	4th	5th
1	Companion	1d6+6	2,100	1	-	-	-	-
2	Partner	1d10	4,200	2	-	-	-	-
3	Lookout	1d10	8,000	2	1	-	-	-
4	Watcher	1d10	16,000	2	2	-	-	-
5	Watchman	1d10	32,000	3	2	-	-	-
6	Guardian	1d8	64,000	3	3	1	-	-
7	Protector	1d8	128,000	4	4	2	-	-
8	Sentinel	1d8	196,000	4	4	3	-	-
9	Monitor	1d8	350,000	4	4	3	1	-
10	Grand Monitor	1d8	700,000	5	4	3	2	-
11	Chief Monitor	1d8	1,050,000	5	5	3	3	-
12	Arch Monitor	+2 hp	1,400,000	5	5	3	3	1
13	Supreme Mon	+2 hp	1,700,000	5	5	4	3	2

* These spells function only on mammals, not on birds or reptiles. *Charm Mammal* functions on 4+4 HD or less, but not on persons (demi-humans, humanoids). *Hold Mammal* works on up to 4+4 HD, *Mammal Summoning I* on up to 3+4 HD, and *Mammal Summoning II* on up to 5+4 HD.

** *Produce Flame* as given by Phyton to Monitors or Druids will have the following changes.

Range: 120 feet plus 10 feet per level if thrown

Manifestation: If thrown, one comet-like flame is hurled. One additional 'comet' is added at 6th level (Monitor or Druid) and one more at 11th level.

In addition to causing combustibles to burst into flame, a hit on a living or undead creature will inflict 2d4+1 points of damage. This flame will NOT cause a living tree (including a Treant) any damage whatsoever as long as the tree is alive.

Many of these spells are awarded to the Monitor at a higher spell level than his/her druid mentor. Only one spell is awarded at a lower level: *Goodberry*.

Armor Allowed: Wooden shields only. Leather or Studded leather, Padded, Chain mail (including elfin mail). No splinted mail, plate mail, metal breastplate, nor iron helm. Can wear Leather Cap, Hat or Mask. Can use **Rings of Protection**, **Cloaks of Protection**, and **Bracers of Defense**.

Weapons: Any sword or dagger, Hand axe (thrown or hand), Long or Short Bow, Sling, Quarter Staff, Cudgel /Club, Darts. They gain 2 initial weapons plus 1 for every three levels, and no weapon specialization is allowed.

Weapons not usable by a Druid must be taught by a neutral, lawful neutral, chaotic neutral or good neutral ranger or fighter from 6th level and thereafter.

Monitors can:

- Identify pure water at 3rd level
- Identify mammals and plants at 4th level
- Pass without Trace at 5th level

Monitors can shape change to a small mammal 2+4hd or less at level 6 (bats are prohibited but a "flying squirrel" is allowed if that shape is known to the Druid mentor)

- At 7th level HD goes up to 3+4
- At 8th level HD goes up to 4+4
- At 9th level HD goes up to 5+4 and a second change per day allowed
- all goods including magic are part of the shape change

The major requirement of the monitor class is to protect one or more Druids (including their neutral spouses and children), their fields, animals and forests. Monitors do not add more spell levels or capacity after 13th level but they do add 2 hit points for every additional 300,000XP.

Monitors whose wisdom and constitution are 15 or more add 10% to earned experience.

Those who roll an 18 for strength roll d% to determine exceptional strength, as does a ranger.

Connection

Level:	Druid 2
Type:	Divination
Range:	touch and 100yds per level (special)
Duration:	10 turns + 1 turn per level and then special
Area of Effect:	two casters or one mammal (animal)
Components:	V, M
Casting time:	2 rounds
Saving throw:	see below

To cast this spell there must be a druid and a monitor, two druids or two monitors. The pair face each other either sitting, kneeling or standing and holding both of each other's hands. They each incant the spell aloud together concentrating on the bond they are making with one another.

Once it is cast they have two choices. The first is one-sided: one of the two will mentally seek out the other who is within the range of 100 yards. If the two casters are of different levels then one might be able to contact the other but not vice versa depending on the distance between them. If they are mutually in range then either one can reach out to the other. Once that contact is attempted the second caster cannot reach out then or later for the duration of the spell. Only one contact can happen, therefore, and once it is made the spell vanishes from the mind of both.

The contact is made so that one of the two can use the eyes, ears and nose of the other to observe the second's surroundings at that moment. The duration of the actual contact is one round plus two segments of the person initiating the contact. If the recipient of the contact saves vs his intelligence score he will be aware of the contact. If he fails the roll he will be oblivious of the contact until the spell is erased from his head at the end of the contact period.

This contact can be disturbed or foiled by an overwhelming aroma, a lack of good light or by a great deal of noise. If the recipient is aware of the contact he can purposefully look at something including a map, text or something actually being drawn or written. He can hear the recipient if the latter speaks aloud but could also hear other people nearby. Smell is often of little value in the person-to-person contact using the spell.

Using this version of the spell the person reaching out to make contact can say a few words aloud that can be heard by the recipient at the very end of the casting and not before. The reaching person can convey one word for each of his levels, up to seven words. Naturally this contact will alert the recipient. Loud noise can foil this part of the contact.

The second version is used by the pair acting in unison. They will physically be touching during this attempt usually hand in hand or hand touching bare flesh like an arm. The pair is seeking to use the senses of a single mammal in visual range and within the range permitted to the higher level of the two casters.

The recipient mammal gets no save vs. the use of its ears, nose or eyes. The casters simply hear, smell and see what the animal senses. The duration of the perception is one round plus three segments per level of the higher level caster. If they wish they can attempt to make the animal move in a particular direction or to remain in one place and look around. That attempt to control movement, however, allows the animal a saving throw vs. magic. A trained animal (of one of the casters) or one subject to *Animal Friendship* will not get a save. If the animal travels beyond the range of the spell the connection is severed. Only one animal can be used and controlled during the spell's duration.

The druid and/or monitor can interpret an aroma or sound known to the animal. Talking to the animal is of no avail even if the mammal is a trained pet or mount or under the power of *Animal Friendship*.

Seeing in the Dark

by Leon Baradat

How to handle night vision in old-school D&D

Seeing in darkness has always posed a problem for our game. Realistically, there had to be some explanation for how monsters could function underground without artificial lighting, so they were given a way to see without it. Extending that capability to demi-humans contributed to the storybook atmosphere, but also forced the issue—maybe drow just prefer total blackness, but when player characters can see in the dark, someone's going to ask questions.

Basic D&D introduced infravision, and *AD&D* introduced ultravision, with scientific sounding explanations for how they worked. The books were always a little vague about the details, though, and with good reason—it turns out they wouldn't work in practice, not as described, which can interfere with the suspension of disbelief. That doesn't mean they can't be used in a fantasy setting, but it would be helpful to understand how they work in the real world before we apply them to our imaginary one.

The ambiguity in the details of infravision causes trouble in adjudicating illusions and other magical effects, making rulings about just what characters can see and how far, and so on. Given that 1e infravision has a partially science-based underpinning, the realities of thermal imaging can inform the DM's decisions in these matters.

Infravision

We all know of infrared from thermal imaging, a way to see in the dark without visible light, which makes infravision sound plausible. How does it work however? The first thing to understand is that *infrared light is not the same thing as heat*, though people often confuse the two. All objects radiate light in some form; the hotter the object the higher the frequency. This is why hot metals glow red, and very hot metals glow white—if something is hot enough it will give off light in the visible spectrum (incandescent bulbs work on this principle). Anything cooler will give off light at lower frequencies, generally infrared.

To help grasp the distinction between IR and heat, consider that astronomers can take infrared photos of distant galaxies; the heat of those galaxies doesn't reach us across the light-years, but the light does.

Infrared is a much wider band than the visible spectrum; researchers divide it into near, mid, and far (and often further subdivide it, though that's not important here). It would make the most sense for demi-humans to be able to see into the near IR, since that's closest to visible light; however, relatively cool objects like animals and people are only warm enough to give off mid to far infrared.

Racial Night Vision for playable races in AD&D

Race	1e/UA	2e	3e/3.5e	4e	5e
Dwarf Gray Dwarf	Infravision 60' Infravision 120'	Infravision 60' Infravision 120'	Darkvision 60' Darkvision 120'	Low-light Darkvision	Darkvision 60' Darkvision 120'
Elf Drow	Infravision 60' Infravision 120'	Infravision 60' Infravision 120'	Low-light Darkvision 120'	Low-light Darkvision	Darkvision 60' Darkvision 120'
Half-Elf	Infravision 60'	Infravision 60'	Low-light	Low-light	Darkvision 60'
Gnome Deep Gnome	Infravision 60' Inf 120', Ult 30'	Infravision 60' Infravision 120'	Low-light Darkvision 120'	Low-light Darkvision	Darkvision 60' Darkvision 120'
Halfling[1] Stout (15%) Mixed[2] (25%) Other (60%)	 Infravision 60' Infravision 30' None[3]	 Infravision 60' Infravision 30' None	 None None None	 None None None	 None -- None[4]
Half-Orc	Infravision 60'	Infravision 60'	Darkvision 60'	Low-light	Darkvision 60'

Notes:

1 - Percentages for the halfling population are taken from 2nd edition, since they weren't specified in 1st.

2 - Specifically, mixed stout-hairfoot or stout-tallfellow blood; mixed hairfoot-tallfellow falls under Other.

3 - The *Dungeoneer's Survival Guide* (p. 73) says that *all* halflings other than full-blooded stouts have 30" infravision, but this appears to be a misprint or a misreading of the *Players Handbook*.

4 - Fifth edition changes the halfling subraces: there are now only stouts and lightfoots, and none have special vision.

There are two types of thermal imaging, active and passive. Most high resolution IR images are the active type; the device shines infrared light which bounces back to the camera lens. Active IR gives a high quality picture because the device actually shines light at its targets (just in a band we can't see), and it can use near infrared, which allows higher resolution because of its shorter wavelength.

Passive devices have to function in the mid to far infrared, because they need to pick up light given off by objects at close to room temperature. That also means that radiant IR from inside the camera would wash out the image, so passive IR devices have to be cryogenically cooled. You see where this is going—a dwarf's own tissues would blind it to the IR put out by other warm-blooded creatures.

Snakes can sense, perhaps crudely see, infrared, but it works for them because they are cold-blooded. Now some users online have suggested another type of active infravision: that demi-humans could see their own emitted IR reflected off things, but that's so far-fetched it hardly merits consideration—such reflected light would be vanishingly faint.

In *AD&D*, creatures with unusual infravision (to 90' or more) have the active type (*DMG*, p. 59), emitting IR from their eyes, whereas other beings—including the demi-humans—have the passive kind. Of course, those with the active kind would be visible to anyone with passive infravision from much farther away than they themselves can see, which could add a twist: a party with demi-humans, being approached by a drow, could have plenty of warning before being spotted.

This example brings up a general problem surrounding the by-the-book description: namely, that races are listed as having infravision out to a specific distance, commonly 60'. This is fine for giving a ballpark idea of someone's ability to see at night (and it's in line with how far light sources reach as given in the PHB), but it's commonly remarked that a set distance doesn't make a lot of sense, especially for infravision. Since the latter supposedly works by seeing the IR emitted by heat sources, it can't be right that Gutboy Barrelhouse could see a goblin 50' away but not a magma pool at 70'.

Ultravision

Ultraviolet sight would be more plausible than infravision, but less helpful. According to the *AD&D*

DMG (p. 59), it does not normally let you see underground; it just lets you see well by starlight. Also, magic devices that glow will spoil ultravision.

Like infrared, ultraviolet is a wide band generally divided into three parts. The Sun puts out all three, but only the near ultraviolet penetrates the atmosphere, so ultravision would have to mean near UV. Some animals can see that range, including some birds, and even reindeer. Surprisingly, the human eye is also sensitive to ultraviolet; however, the lens is opaque to it. So in cases where a person's lens has been surgically removed (for instance to treat severe cataracts), the patient becomes able to see ultraviolet. They describe it as looking like whitish blue or whitish violet; since our color receptors are all sensitive to ultraviolet they combine to make a form of white light. Animals that can normally see UV often have a fourth color receptor, so they may see it as a color completely unknown to us.

However, seeing ultraviolet does not give better night vision in real life, since there's actually less UV out after dark than there is visible light. Instead it exposes details that are invisible to those with normal sight. Flowers that we see as a solid color show vibrant patterns in UV, for instance. So a realistic implementation of ultravision would simply give the seer more information about their surroundings during the day.

Other Explanations

How about alternative ideas? Third edition replaced infravision and ultravision with low-light vision and darkvision, the ability to see in total darkness, though just black and white (technically, grayscale). For non-humanoids it also added tremorsense, which allows locating other creatures via vibrations, and grouped special abilities like echolocation as blindsight and blindsense. Fourth edition kept that system but did not specify vision range. Fifth edition seems to have done away with low-light vision, simply giving darkvision to all the playable races except humans and halflings, and reinstating vision ranges. It also removed blindsense and has added truesight, the ability to see through illusions and invisibility, and into the ethereal plane as well as in pitch darkness. (Since this is an article for old-school D&D, when I refer to playable races I mean only those that were playable in first edition, including *Unearthed Arcana*.)

Darkvision is as much of a cheat as infravision, possibly more so. It does have the advantage that it doesn't pretend to have a scientific basis, so little explanation is necessary; it's simply fantasy. Low-light vision, tremorsense, and blindsight/blindsense are elegantly realistic, since they're based on the abilities of real animals such as cats and dolphins, though only the first is available to 1e player races. These are workable alternatives, for those who are comfortable with them.

In Your Game World

So what's an old-school DM to make of all this? The way you handle night vision in your game is, of course, up to you. Some may prefer to house-rule low-light vision and/or darkvision into their campaign; there's no reason you can't borrow a good idea from later editions. But for those who want to stick with the old concepts (and their catchy names), there are some judgment calls to make.

Of course we can simply use infravision as described in the books, which has the advantage of being canon—and standardized—even if it wouldn't work in real life. A world with dragons, goblins, and zombies must certainly have enough fantasy to explain away some unrealism. In fact, second edition recommended hand waving it entirely as simply the ability to see in the dark, leaving first edition's thermal imaging as an optional rule. So second edition's standard infravision amounts to what later editions called darkvision; it does have the advantage of keeping things simple and avoids players gaming the system with what they've learned in science class. Yet for those who aren't satisfied with a *deus ex machina*, another option is to try to introduce some

realism wherever there's wiggle room between science and magic.

Ultravision should be pretty simple to deal with, since it's rare anyway and none of the standard player races have it—except deep gnomes, and then only in first edition: *Fiend Folio* (p. 85) and *Unearthed Arcana* (p. 11). Second edition (DMG, p. 160) dismisses it entirely as a way to see in the dark, which is at least realistic. Plus even in first edition it wouldn't help you see underground; in that way it seems almost an equivalent of low-light vision, since all it did was help you see better by what light was out after dark.

So we could abstract a little and assume that ultravision is always coupled with (the equivalent of) low-light vision. Maybe characters who gain magical ultravision (e.g. from the spell of that name) could be able to see well in low light and daytime, become more aware of their environment and harder to surprise, gain advantages in tracking ability, find it easier to avoid traps, and readily spot ambushes or animals hiding in the underbrush. It could aid with pursuit and help the character hunt and otherwise find food in the outdoors. It could also give some ability to see invisible creatures (see below). Reading would be possible, but for the most part only when enough light exists that someone with normal vision could read anyway.

Infravision is trickier. I propose fudging the science on this one, though less so than in the official books. First off, the range of infravision should never be taken as a hard limit, but as an indication of roughly how far away one can make out details. A character with 60' infravision would be able to see a lava flow much farther than 60' away, just not very clearly. At the same time, a large stone in the passageway at ambient temperature would only be visible at maybe one-third range, 20' in this case. Recognizing the face of a comrade would also be harder than in visible light, perhaps also limited to one-third range. Reading would not normally be possible.

I suggest that some races can see farther into the infrared than others. Gray dwarves, drow, and deep gnomes would have *excellent* infravision, able to just plain see in the dark (using active or passive infravision, as the DM prefers). A dwarf, gnome, or stout would have *good* infravision, able to distinguish wooden doors from walls at close range. Elves, tallfellows, mixed tallfellow-stouts, and half-orcs would have *fair* infravision, only able to see things noticeably warmer or colder than their environment—they could spot a goblin, but they'd have to feel the walls to find a door, they'd trip over obstacles, and faces could be made out only very close up. Half-elves, or halflings of any other mixed blood, would have *poor* infravision, usually seeing heat signatures only as vague blobs: they might know where the monster was coming from, but not what it was; anything at ambient temperature would be invisible and recognizing faces would be pretty much impossible. As before, humans and hairfoots would have no special vision. Infravision conferred by magical means should grant *good* vision, so most demi-humans could benefit from it.

I feel I should explain what I did there with halflings. It never seemed right to me that only stouts or part-stouts had infravision. If some types are to have infravision, some to have it less, and others not at all, I would want to spread it out a little more. Working out my scheme above, I gave stouts infravision like dwarves. Tallfellows of course are modeled on fallohides, who are most similar to elves in Middle Earth, so I put them on a par with elves. Mixed stout-hairfoots and tallfellow-hairfoots would presumably have just a little infravision, so I placed them with half-elves. Those rare halflings of mixed stout-tallfellow blood should probably have it at the level of the tallfellows. This doesn't track exactly with what first edition laid out, but I think it follows the spirit of the rules well. Incidentally, while both first and second edition give tallfellows no infravision, "The Halfling Point of View" from *Best of Dragon* Vol. III (p. 18) does say that they have it. I realize that's a poor source in contradiction to both PHBs, but it's at least *some* support for what I've done here.

Clarifications

The *Players Handbook* mentions (p. 74) that invisible creatures are not normally detectable by infravision or ultravision. However, the illusionist spell *Ultravision* in *Unearthed Arcana* (p. 68) says that "creatures with high intelligence" may be able to spot invisible beings, using either natural or magical ultravision. So maybe that would be another advantage of ultravision: you could spot something invisible if, say, you make a save vs. intelligence. Invisibility would still work against low-light vision and darkvision, however. It should also work against infravision since invisibility would mask infrared light (not actual body heat), plus I've found no source that says otherwise.

Illusions explicitly do work against darkvision, and should also affect low-light and ultravision. They should work against infravision too, since they affect *light*, not heat—an illusion would create a false image in various forms of light (including IR), independently of heat from the objects involved. *Darkness* spells should also work

against infravision and ultravision, for the same reason. They would work against low-light vision but not darkvision.

Someone with at least *fair* infravision can track warm-blooded creatures by their footprints for 2 rounds after their passing (*DMG*, p. 59), *if* their quarry is not wearing thick-soled boots or shoes. Soft boots or shoes (or hooves) might allow tracking for 1 round, and very warm creatures such as red dragons could be tracked for a while longer. Similarly, touching a wall can leave a visible handprint for 2 rounds (1 round if wearing a leather glove, as people in armor normally would), and if a warm-blooded animal has sat or lain in one spot for a while it will leave a visible impression for up to 6 rounds. Recently discarded items might also radiate for a bit; a helmet fresh off someone's head will glow noticeably, and the chest that the orcs just pushed into a corner to hide the trap door will glow where they had put their hands on it; the floor might also show a warm track from friction where it was pushed along the floor.

Cold things can be seen with infravision as well. A snake wrapped around a person's arm will be recognizable since it blocks IR from the arm and so shows as black coils. A lich, which generates cold and causes cold damage at its touch, would glow black against most backgrounds. In addition, glass will block infrared and ultraviolet, so a character with either type of vision would see a window as plain black, and someone wearing spectacles would appear to have pitch black eyes.

The *DMG* (p. 59) mentions several ways of disrupting infravision and ultravision. Most notably it says that light sources that give off heat completely spoil infravision, and magic weapons that radiate light will spoil ultravision. This seems to me a good way to avoid overuse of the ability; in fact I would take it one step farther and rule that simply having any strong source of light to see by would spoil either type of vision: characters can use regular vision or night vision at any given time, never both at once (though I would allow someone to use infravision and ultravision at the same time). This helps keep things simple for the DM, in addition to aiding game balance. On the other hand, light sources aren't entirely either/or: a faint torchlight seen down a hallway from a darkened room shouldn't spoil infravision in the room--instead, characters could see down the hallway with normal vision but not infravision, while the opposite would hold true for seeing within the room.

Conclusion

No matter how you handle the matter, there will have to be some suspension of disbelief. Thermal imaging works differently in real life than in any of the books, and even if you choose the later edition solutions, players will still have to accept darkvision on an "it's magic!" basis. So I've tried to find a way to adapt the original ideas to fit the science as much as possible, while still keeping them recognizable. Probably my suggestions won't suit everyone, but Gary would be the first to remind us that the DM should change the rules when it suits them, and that each game master's world will be unique. So in that spirit I've offered these three alternatives: keep the original rules, adopt the later edition solutions, or try 'sciencing' up the originals. And of course, you can mix and match. Now, lights out everyone!

Ring of Invisibility Negation

This ring has the potential to negate magical invisibility of any creature coming within 20' of the wearer. Roll as per Dispel Magic at 15th level vs. the level of the invisibility, and if successful the invisible creature is outlined in Faerie Fire for 2d4+2 rounds. Each usage expends a charge, and when found the ring will typically have 1d20+20 charges.

Note that the wearer has no control over the ring; it works automatically when worn and does not distinguish between friend and foe, e.g., if a friendly magic-user casts Invisibility on a character within 20' of the wearer of the ring, that character may be outlined in Faerie Fire.

GP value 10,000; XP value 1,500

by Bryan Fazekas

Setting up a Proper Dungeon

by D. H. Boggs

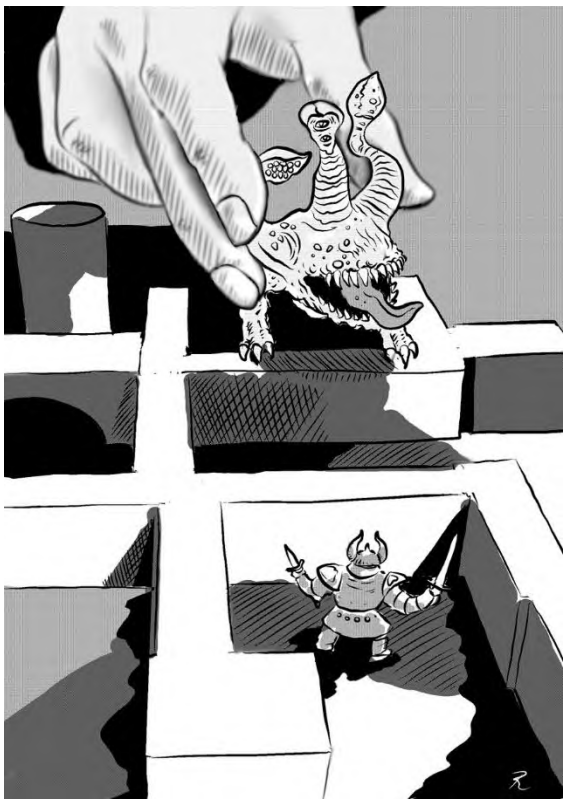
An examination of the methods presented in the original publication of Dungeons & Dragons and related sources for creating a campaign dungeon in accordance with the expectations of the rules.

Part I – What for?

In the storied history of D&D, the names of *Greyhawk*, *Blackmoor*, and the *Jakallan* underworld cast long shadows. These are the great campaign dungeons upon which the game was built and to this day are pointed to as examples of the mega-dungeon concept, an ever-present underworld challenge that a party of adventurers can always avail of when other avenues have become tiresome or unproductive. Around these depths, many believe, the early campaign worlds revolved and evolved. The rules of *OD&D*, *Holmes D&D*, and *Moldvay D&D* all point towards such dungeons as the intended, default setting which will be the most common source of adventure and experience for a given group of players.

As far back as 1975 in an article in the European fanzine *Europa 6*, Gary Gygax listed "The location of the dungeon where most adventures will take place;" (p18), as the 3rd step of things one must create when setting up a D&D campaign. Game designer Luke Crane of *Burning Wheel*™ fame observed, "… while the original designers may have wanted an inclusive and expansive design, their best rules focused on underground exploration and stealing treasure. My assertion is that none of those rules were as well-designed or well-supported as those for the core activity of dungeon crawling."

While I don't fully agree with Mr. Crane, there is an undeniable emphasis on dungeoneering in D&D. It is somewhat of a puzzle then, that when TSR began to publish adventure "modules", they were nothing like the dungeons described in the rules. Throughout the 1970's and 80's, one adventure module followed another, but the nature of these modules was more like wilderness lair adventures than any campaign dungeon. A wilderness lair adventure will typically be a location with a single theme – a bandits' den, a wizard's tower, etc., with a limited area to explore and a single goal, such as freeing a princess or discovering a lost mine, capable of occupying the attention of only a game session or two. Adventures like B1, *In Search of the Unknown*, or C1 *The Hidden Shrine of Tamoachan*, are places for the players to visit, loot, and leave. These adventures from TSR and contemporaries



don't invite the players to return again and again to the same underworld and they lack another key feature of the campaign dungeon: namely they don't expect different characters of different levels to go to or to avoid levels of the dungeon (more on this below). The expectation underlying those old modules is that a single band of adventurers will enter the dungeon (if there is one) and press on until the bad guy is vanquished or some other goal achieved.

True, TSR did publish *Dungeon Geomorphs* (maps mostly), and *Monster & Treasure Assortments*, which together could be used to create a random dungeon with a little work, but these certainly don't present a finished example ready for play, and quickly became rather obscure products drowned out by the fanfare around modules.

It has often been observed that those such as myself who came to the game when adventure modules were already available learned the game as much from the modules as from the rules. B2 *The Caves of Chaos* which came with my boxed set of *Moldvay Basic* is a series of semi-distinct

wilderness lairs and no dungeon at all. Most of the other modules of the era do have a dungeon level or two, but these are still very much in the wilderness lair model, that is as a place to raid once or twice until some mission objective has been achieved, ending its adventure potential. Even *The Temple of Elemental Evil*, which would seem to be a perfect opportunity to present a campaign style dungeon, doesn't veer from the wilderness lair paradigm. It is just a little bigger - though at only 4 levels deep, not that much bigger and otherwise fairly typical as a lair to be raided and conquered in a session or three.

Mention should also be made of Judges Guilds' *Caverns of Thracia*, but again it is only 4 levels deep, not the 6+ levels we see in the dungeon section illustrations in the rules. Wee Warriors' *Palace of the Vampire Queen*, considered by many to be the first published adventure module, has 5 dungeon levels, almost making the 6 level minimum, and was for a time sold through TSR, but was (and remains) a very rare product from an obscure company.

B4, *The Lost City*, is a notable and singular exception for TSR. It has the intent and potential to be a true campaign dungeon, provided the DM actually makes use of the "optional" levels and areas left intentionally vague and develops the various campaign opportunities author Tom Moldvay presents. Despite the do-it-yourself aspect, B4 is at least something representing a dungeon like those described in the rules. It even has a classic hodge-podge of both expected and unexpected creatures somehow living in a self-contained desert underground. However, B4 is also set up so that all campaign potential and less developed section can be easily ignored, and the module played in the more familiar, single adventure mode.

The other obvious exception to the dearth of true campaign dungeons is the well-known *Blackmoor* dungeon, published in 1977 by Judges Guild with excellent and easily expanded maps down to 10th level. However, *Blackmoor* dungeon suffers greatly from its very brief and often cryptic key, sometimes at odds with the notes on the maps, and the almost total lack of any clear directions on lining up its multiple entrances and stairways. The Key is further confused in that the first 6 levels were stocked in 1976 and the next 4 are from the pre-D&D era circa 1972. None of these issues are insurmountable problems for an experienced and resourceful DM, but they are certainly less than ideal features for an exemplary model of a campaign dungeon, and present a formidable amount of extra work needed.

Surveying the published TSR-era material, there simply isn't any good model of a proper, by-the-book dungeon readily available for play.

You might think this is all just interesting trivia, but there are some valid reasons to think otherwise, reasons that go to the heart of the game's design. Now I'm not going to say there is a right way or wrong way to play the game, but I will say that there is value in seeing the game unfold as the designers originally envisioned, and not, perhaps, in the flash bang direction marketing took it. I think this is largely true of any game. There are literally thousands of variant versions of chess, for example, but few would argue against the idea that it is valuable to know how to play standard chess before trying various chess variants. By the same token, for a player to make legitimate claims and comments regarding the rules of chess, one would expect them to be conversant with the standard form and not base their critiques and preferences solely on experience with a variant.

The difference between campaigns built from TSR and TSR-approved adventure modules and those campaigns built around a deep multilevel dungeon may not seem very apparent to those of us weaned on modules, perhaps to the point of denying any distinction at all. Nevertheless, there is a real difference. Campaign dungeons as described in the rules have a structure and content intended to mesh with character growth and class balance.

Consider the rules as given in original *D&D* (1974 – hereafter "*OD&D*"). We are given instructions for what

level of monster should be encountered at a given depth, and, perhaps most importantly, given instructions on how much treasure should be there. Following these instructions will result in the player characters growing in levels at a particular rate and acquiring certain types of items at a particular rate, especially magic items.

Not following these rules will result in – something else. This is especially true as regards the acquisition of magic items and the type acquired, which can and will have a very big impact on character abilities and growth. It depends on the DM of course, but chances are the ad hoc campaign will tend a lot more toward "Monty Haul" goodies divvied out to all characters in a manner far different than the underlying character class designs were anticipating. Consider this quote from Gary Gygax found in the *Dungeon Masters Guide* (DMG), "…the Magic Items table is weighted towards results which balance the game. Potions, scrolls, arms and armor are plentiful ... this is done in order to keep magic-users from totally dominating play ... what they gain from the table will typically be used up and discarded [while items for fighters are permanent] ... This random determination table needs no adjustment, because of its weighting, and weighting of the Magic Items table ... this is carefully planned so as to prevent imbalance in the game." (1979: 120, 121)

The Magic Items tables Gygax refers to in *AD&D* is not greatly changed from that of *OD&D*, and both act as the master table for determining the magic item content of any randomly rolled treasure. Likewise, the treasure types in these games and their percentages are much the same. So we see that treasure acquisition is intended by original design to go hand in hand with character growth. By contrast, the hodge-podge of goodies found in a typical module adventure can result in skewed classes. In particular, the oft-heard complaint that Fighters are underpowered relative to the other classes arguably is a direct result of not adhering to the treasure tables given in the rules. Whereas when the rules governing the creation of the campaign dungeon are followed, treasure and magic will be distributed in conformity with the design expectations of character growth and the Fighter class will be spared from being overshadowed by spell casters.

Part II Creating the Thing

To build a campaign dungeon as intended we have to return to the heart of the game's design and the original *Dungeons & Dragons* rules – mostly, with some clarification and commentary derived from some related 1970's era material where relevant. One would think this is a straightforward exercise, but not quite.

First come the maps for at least 6 levels as shown in the section drawings of various editions. In fact OD&D advises doubling that: "a good dungeon will have no less than a dozen levels down..." (*Monsters & Treasure* 1974:4) Now here's a little secret about the layout of those levels – it doesn't really matter. Sure you should have cool features and a few curve balls, hidden doors, maze like passages, etc. Ultimately though, the maps should have at least a dozen or two rooms per level and be easily expandable. Exactly how the rooms and corridors are laid out isn't a game maker or breaker.

The next thing to do is create a key; that is to write a number in each significant location space on the map and write a corresponding number in a notebook. A method used by TSR that works well as long as there are less than 100 rooms on a level is to key by the hundreds, so that first level rooms are all 100's, 2nd level all 200's and so forth. All that really matters is that a numbering system is used that will be easy to follow during the game, whatever system that may be.

The referee must then place the lairs of any special inhabitants, but only if the dungeon adventure features them. Special placements are needed most for pre-designed scenarios, such as hunting down the vampire queen who terrorizes the locals, or searching out cultists who kidnapped the heir to the kingdom, etc. Such special placement of monsters and treasure should be done sparingly, if at all, in an old school dungeon. In the 1976 Dungeon Geomorphs set, Gary Gygax advised "(of) the remaining (rooms,) one-sixth should be specially designed areas with monsters and treasures selected by the DM (rather than randomly determined)." That is, only 16.7% of your rooms should be non-random, or to put it another way, 83.3% of your rooms should be randomly stocked. When Dave Arneson stocked the first 6 levels of Blackmoor dungeon for D&D convention play, **all** the rooms were stocked randomly.

Once the special monsters & treasures, if any, have been placed, the remaining dungeon can be stocked. Here again we face some confusion, as different guidelines are given in different published sources. Since this article is about sticking to the expectation behind the design of the rules, we will preferentially look at the initial guidelines published for the original game by its authors, Gygax and Arneson.

By the book, the method is to use a d6 as follows. "…for every room or space not already allocated. A roll of a 1 or 2 indicates that there is some monster there." (*Underworld*

&Wilderness Adventure (U&WA), 1974:7) That means 1/3 of the rooms on every level of the dungeon will have a monster. That's perfectly fine, but there is a second method some may like better from Arneson's notes in the *First Fantasy Campaign* (1977:44). Again using a d6, but increasing the chance of an inhabited room with dungeon depth, as shown in the table below:

Dungeon Levels	Die roll Indicating a Monster	Percentage Of Rooms Inhabited
1, 2	1	17%
3 - 6	2,3	33%
7+	4-6	50%

So Arneson's chart has the same 1/3rd of the rooms occupied by a monster as the standard rules, but only for the mid-range dungeon levels of 3 to 6. Deeper levels are more densely occupied while the upper two levels are much more barren. I for one prefer this more nuanced approach, but it's entirely a matter of choice which method to use.

Note that, unlike some later guidelines, we are only discussing inhabited, not "empty", rooms at this point. There will be some uninhabited rooms which will not be empty, containing traps and/or treasure.

Once the method of determining the percentage chance of occupation is chosen, the next step is to roll for each room in the dungeon. Usually, I just mark an "m" for monster in pencil on the room key. At this point the referee is just noting which rooms are occupied and which aren't.

After rolling for each keyed entry, the next step is to count the occupied rooms and calculate the percentage of the total. In theory it should equal the desired percent – 33% by the book. If the dice are having an off day, producing numbers way off the expected frequency, the referee should figure out how many occupied rooms are needed and add or subtract spaces to get the right number. For example, if dungeon level 4 has 100 rooms and the dice only produce 25 occupied with a monster, another 8 rooms should be marked as occupied to achieve the desired 1/3 frequency.

Part III Choosing the Monsters

Next we move to adding in the bad guys, and here is where we begin to run into snags in the process. What follows is the most technical part of this article. I will discuss the *OD&D* method as given in the 3 "little brown booklets" (3LBB) of the original boxed set, and why a dungeon master may or may not want to use it, and discuss options both from later TSR publications and a couple of my own. The basic idea is "successive levels, … of course, should be progressively more dangerous and difficult." (*U&WA*, 1974:6) With each level down, tougher monsters with more hit dice become more common. How that principle should work is implied, for example in calculating experience points. "Gains in experience points will be relative; thus an 8th level Magic-User operating on the 5th dungeon level would be awarded 5/8 experience." (*Men and Magic*, 1974:18)

Notice that the dungeon level is presumed to indicate its difficulty, such that the same 8th level magic user "operating" on the 8th level of the dungeon would receive a full experience point award, because the magic-user would be facing opponents of a strength equal to the characters' (more on this equality below).

Taking these passages together, the design principle seems fairly straightforward: the level of the average monster encountered on any given dungeon level should equal the dungeon level number. So, dungeon level 3 should have mostly level 3 monsters, dungeon level 4 should have mostly level 4 monsters, and so forth. Page 18 of *Men and Magic* further explains "monster level" as the monsters' Hit Dice rounded up, meaning, in our level 3 case, monsters whose Hit Dice range from 2+x to 3. A similar definition is given in the *Sleep* spell on page 23.

Okay, now let's bring into the discussion the actual table in OD&D that is given as our guide for determining the level of monsters by dungeon level: the "Monster Determination And Level Of Monster Matrix" on page 10 of *U&WA*. This table is supposed to be used both for wandering monsters and for random dungeon level stocking, but there are some caveats with using it.

The purpose of this table is to add some increased variety in the monsters that may be found on a level, while maintaining a certain average difficulty. By the book, the method is to roll a d6 for each occupied space of a given dungeon level and look on the table to see what level of monster is present. The next step is to turn to the series of 6 tables on page 10 and 11 that list 10 to 12 specific monsters by level. So, for example, under level 1 we find listings for such monsters as skeletons, centipedes, and bandits.

Unfortunately, several of the monsters listed have no description elsewhere in the original rule books, while others that are detailed in the books are missing from the tables. That shouldn't present too much of a problem, since a DM could easily add to or swap the monsters listed for other monsters of the same monster level, if the "monster level" in the tables were the same as "monster levels" as determined by hit dice. But they aren't.

For example, all the monsters listed as level 3 monsters in the tables on pages 10 and 11 of *U&WA* ought to have 2+ to 3 hit dice in order to really be level 3 monsters. Some of the ten entries do have this expected hit dice range, but the table also lists Hero (HD 4), Swashbucklers (HD 5+ 1), and Ochre Jelly (HD 5) as being level 3 monsters. Also listed are giant snakes and giant spiders, monsters for which it is hard to know how many hit dice they have since they lack descriptions in the rulebooks.

What's happening here is a contradiction in how a monster level is defined – one is by somewhat arbitrary (and quite probably deliberately of varying strengths as we will discuss below) placement on the lists of *U&WA* pages 10 and 11 dividing a selection of monsters into 6 different "levels", and the other is levels determined by number of hit dice, per the instruction on page 18 of *M&M*. In the first instance, there is no guide nor any obvious pattern to how the monsters in the 6 monster level lists were chosen, making each level list nearly impossible to expand or change in any meaningfully consistent way. We could ignore these wonky monster level lists entirely, and just go by hit dice, but then the "Monster Determination And Level Of Monster Matrix" table itself no longer functions as intended or covers the range of monsters it should. Using the table as written without the accompanying "monster level" lists on page 10 & 11 of *U&WA* will generate wild results, with no monsters of more than level 6 (5+ to 6 Hit Dice) no matter how many levels deep the dungeon goes. That means no purple worms, giants, trolls, vampires, or mature dragons in your dungeon, ever. Of course, these monsters are found in the "monster level" lists. So, clearly trying to use this table with new or customized monster lists based on the hit dice method has some serious limitations.

The only real option is to use the table as written with the monsters as given in *U&WA* or from the similar but expanded list found on pages 64-65 of *Supplement I, Greyhawk*, but that too has drawbacks. For one thing, few DM's would be content to use only the exact ten to twelve monsters listed for each level, and for another these tables will not produce dungeon levels that match the average monster level by hit dice, as the earlier quoted passage from the experience point description implies they should. If you just average the rolls on the "Monster Determination And Level Of Monster Matrix" table, these results are obtained:

Level	Average Monster Level
1	2.1
2	3
3	4
4,5	4.5
6,7	5.2
8+	6

The level of monsters on the first 3 dungeon levels are level +1, and at dungeon level 6, the monster level actually drops below the dungeon level number.

Averaging the HD per level of the listed monsters from the 6 "monster level" tables of *U&WA* produces this table:

Monster Level Table	Average Monster HD*	Monster Level by HD
1	0.7	1
2	2	2
3	3.5	4
4	4.2	5
5	6.17	7
6	9.25	10

*For monsters lacking statistics, like giant hogs and giant snakes, I assumed their HD equaled the level they were listed under.

So, as an example, dungeon level 3, using the "Monster Determination And Level Of Monster Matrix" will give call for an average of a level 4 monster, but a "level 4" monster, according to the accompanying monster level lists, will have an average of 4.2 hit dice. This means that a 3rd level dungeon stocked with this table will have an average of monsters normally thought of as 5th level (HD4+).

None of this is meant to stop DMs from using the tables and lists in *U&WA*, but those who do need to realize what results they will get. The table will function best for a short, tough, 6 level dungeon.

Interestingly, a revised version of the "Monster Determination And Level Of Monster Matrix" appears in the 1977 introductory *Dungeons & Dragons* booklet. This table utilizes 1d12 rolls and weights the average monster level much closer to the actual dungeon level. Unfortunately, this table only goes to dungeon level 3 in keeping with the introductory premise of that edition of the rules. It is possible to extrapolate what that table might look like beyond level 3 as illustrated below:

Consult Monster Level Table Number (1d12)

Level Beneath Surface	1	2	3	4-5	6-7	8
1	1-8	9-11	12	-	-	-
2	1-3	4-9	10-12	-	-	-
3	1	2-4	5-10	11-12	-	-
4-5	-	-	1-3	4-9	10-12	-
6-7	-	-	-	1-3	4-9	10-12
8-9	-	-	-	-	1-3	4-12
10+	-	-	-	-	-	1-12

While the 1977 rulebook also only provides a stocking/wandering monster list for three levels of monsters – not much different from the first 3 such lists in the 1974 rules – later editions of *Dungeons & Dragons,* such as found in the *Rules Cyclopedia*, drop the "monster determination" tables altogether but nonetheless extend out the wandering monster listed by level tables to dungeon level 8, and these tables may be readily used with an the expanded monster level determination table above, if desired.

One might wonder if a reworked monster stocking table was created for the publication of AD&D, and the answer is yes. Buried on page 175 in Appendix C of the DMG is a d20 revision of the "Monster Determination And Level Of Monster Matrix" table (1979:174) relabeled the Dungeon Random Monster Determination Matrix, followed again by lists of monsters by "level". This table and the accompanying monster level list is basically an expanded version of the OD&D procedure. Its major improvement is a method which the Dungeon Master can use to customize the monster "level" lists – which again are not based on the familiar hit dice method, but instead are defined by an experience point range into which they must fall. For example, a level 3 monster must be worth between 51 and 150 experience points, so the Dungeon Master can safely substitute any monster within the given XP range. Thus, AD&D presents a new and competing method of determining monster "level", which some referees may find preferable. However, what some may see as a significant drawback of the AD&D method and tables is that the possibility of much more powerful "wild card" monsters on lesser dungeon levels is non-existent, whereas in the OD&D tables, as we saw earlier, both more and less powerful monsters were seemingly randomly tossed in the monster level lists.

That absence of variation in the AD&D table is reflected in the Holmes D&D table also. Even in later editions of D&D where monster by dungeon level tables are absent, Dungeon Masters are instructed to choose monsters whose hit dice level matches the dungeon level without allowance for wildcards. The 1994 "Blackbox" D&D ruleset put it succinctly as "Monsters are encountered most often on the dungeon level equal to their own level… the difference between the monster's level and the dungeon level should usually be no more than 2." (p.68)

This is a perfectly "proper" approach to dungeon design and may well be the preferred method for some referees. Each encounter on a given level will always be of predictable strength. Other referees may, however, consider it to be a significant drawback to not include out of place surprises in dungeon stocking. By the tables in the books, you can't put a mining colony of 2HD dwarves on level 10 or a troll on level 1, for example, without leaving the table. Some folks are fine with ignoring these tables and stock their dungeons as they please, only using the tables to fill in spots not otherwise predetermined. Indeed, the later rulebooks even recommended doing just that. However common or accepted it may be, this kind of seat-of-the-pants dungeon design defeats the whole purpose of the tables in the first place, which is to produce an underground

environment consistent with the growth in player character levels and possessions.

Perhaps of more practical significance for the DM is finding enough monsters of a given HD for each dungeon level to create a dungeon adventure that is neither repetitive nor nonsensical and fits with the vision or theme desired. There are only so many monsters of a given HD that will make sense together in the same dungeon.

There's also the issue of monster numbers. For the monster by dungeon level matrix tables to really work properly, the number of monsters in most encounters should be left undetermined until the party arrives, at which time the DM is supposed to match the number of monsters in the encounter to the strength of the party (more on this later). Some DM's may not want this extra work.

Though Gygax and Arneson collaborated on the creation of Dungeons & Dragons, the monster stocking tables in original Dungeons & Dragons, as well as the later AD&D and Holmes D&D tables, appear to be solely the work of Gary Gygax. Arneson employed an entirely different method based on the point buy technique used by war gamers, using initially the point values of monsters given in *Chainmail*™. Arneson's basic method was to roll dice and multiply the result by some fixed amount to get a number of points for any given room. He could then buy whatever monster in whatever numbers he could "afford" under the number of points assigned to the room.

A point buy system such as Arneson's avoids all of the problems with the *Monster Determination* by hit dice tables. Dungeons get progressively tougher as they should, because rooms in deeper levels get more points and so you can "buy" bigger and badder monsters, but the numbers in each encounter are determined by the number of points. In a given location, you may have enough points to buy 1 dragon or 500 dwarves, and that could be true on any level.

Arneson's exact method for determining the number of points for a given room on a given level varied significantly from year to year and dungeon to dungeon as he experimented with differing numbers of points, be it 3d6x10 or 1d10x15 etc. The most detailed procedure given in the First Fantasy Campaign™ produces dungeon levels that are quite deadly by D&D standards. However, if we wanted to go back to the idea that the average monster on any given level should average the same HD as the number of the level, it is possible to make our own point buy table.

First, it is necessary to know the cost of the monsters. Since *Chainmail's* point costs became the original hit points in Blackmoor and subsequently, the rough average hit points of the same creatures in D&D, one can easily determine the point cost of any D&D monster by calculating its average hit points (3.5 x HD in 3lbb D&D).

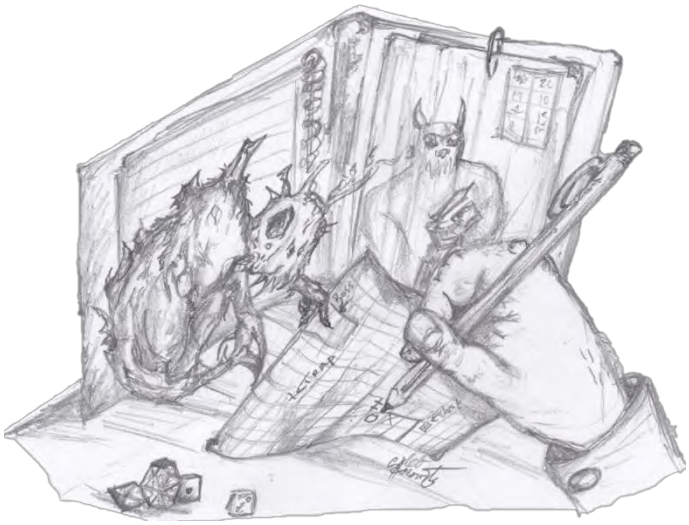
Since the average hit points per hit die in OD&D are 3.5 and the hit dice of a monster and the level it is found on should be the same, it then becomes a simple formula: Level x 3.5 = average points. We can then set the range of points in a room by assuming that both the monsters of a HD number equal to the dungeon level and the similarly powerful adventuring parties will have a similar range in numbers appearing; in other words a group of level 4 adventurers will typically encounter a group of 4HD monsters on dungeon level 4, and both groups will range in size from about 1 to 10 persons (average 5). So level x 3.5 x 1d10 = point range of a room.

Location on Level	Point range	Dice to generate
1	3.5-35	2d20
2	7-70	1d10x7
3	10.5-105	1d10x11
4	14-140	1d10x14
5	17.5-175	1d10x18
6	21-210	1d10x21
7	24.5-245	1d10x25
8	28-280	1d10x28
9	31.5-315	1d10x32
10	35-350	1d10x35
11	38.5-385	1d10x39
12	42-420	1d10x42

Using this table will create a dungeon that averages 1 HD greater per level just as it is *supposed* to.

Although the point buy system does allow a much greater variety of monster types, there are still limitations. Blackmoor dungeon sometimes featured some wild encounters, such as the overpowered vampire Sir Fang wandering the upper levels of Blackmoor dungeon as shown in the 1976 Gencon version, published in *The First Fantasy Campaign*. A graduated point buy system alone won't generally allow encounters like that. Fortunately, that same publication provides us with a further guide to exactly how one of D&D's architects achieved this kind of a "wild card" variable in the

dungeon. Arneson tells us "...there was always a 1/6 chance that a higher (stronger) creature was present in any given room… also… a chance the weaker creatures would be present." (*First Fantasy Campaign*, 1977:30). Stronger or weaker creatures are bought with more or fewer points. Arneson also explains that if he really wanted a particular creature in a given room and there weren't enough points, he would weaken the creature accordingly.



To apply this 1/6th variation, first determine the points for the room normally, then roll a d6. If a 6 results, roll a 50/50 chance (or flip a coin) for a stronger or weaker encounter. Roll a 1d6 again. Multiply the result if the encounter is stronger, or divide the result if the encounter is weaker, to the protection points originally rolled for the room. The result will be the actual points. Example: a level 3 room has 100 points, but a d6 roll indicates a 6 and a coin flip indicates weaker (divide). Another d6 roll comes up as 4. So 100/4=25 points in the room.

Interestingly, the idea of some degree of monster variation found in the original D&D booklets and in Arneson's dungeons is also to be found in the stocking tables of the 1977 *Monster & Treasure Assortment*. This odd duck of a publication comes at the twilight of the OD&D era as both Basic D&D and the first AD&D books were being released. However, it does not strictly conform to any of the previous or upcoming rule sets. For example, it eschews the use of hit dice, and instead adopts a somewhat confusing "to hit AC9" statistic, and some of the monsters have other, unusual or unique characteristics. Nevertheless, the stocking tables follow the well-established principle of tougher monsters as it goes down, with some occasional big differences. These notable variations include a Gelatinous Cube (HD 4) on dungeon level 1, werebears (HD 6) on dungeon level 2, trolls (HD 6+3) on dungeon level 3 or Elves (HD 1) or Green Slime (HD 2) on level 9, and so forth. The M&TA booklet doesn't give any specific guidelines on how this range of variation was generated, but it's clear that some chance of almost any level of monster was allowed when the tables were created.

Some Dungeon Masters may well rather use a HD per level method as found in the books over a point buy system but would still like to achieve the sort of variety seen in the M&T or in Blackmoor dungeon. The table below, similar to one I made when preparing the *Champions of ZED*™ rules, may be used. It adheres to the "dungeon level = average monster level" principle laid out in the OD&D text, but includes a "wildcard" column to conform with Arneson's dictum of a 1/6th chance of virtually any level monster.

One of the benefits of this table is that it is no longer dependent on the monster level lists on *U&WA* p10 & 11, but can be used with any monster the referee likes, simply by using monster HD. Another variance is in the level beneath the surface column, which has been adjusted to match the progression tiers of the fighter class (the actual table in CoZ differs in that it adheres to the level beneath the surface progression found in the Dalluhn manuscript, in conformity to the design goals of that game). Of course, this alternate table is just one possible way of getting the desired average monster level results and referees are encouraged to tweak as desired, or to use the D&D or AD&D tables if that's really preferred.

All right, so the aspiring dungeon creator has a number of choices of tables to use for monster stocking and ultimately it will be a matter of preference which to use. One consideration may be the planned depth of the dungeon, however. For a shallower dungeon, say one of only six levels deep, a less granular table such as the *U&WA* "Monster Determination" table might be the best way to go. With a deeper dungeon, one of 10 or 12 or more levels, it may be better to consider a finer grained table such as the AD&D Dungeon Random Monster Determination Matrix or the Alternate *Champions of ZED* one given above or the point buy system outlined earlier.

Once the Dungeon Master has settled on which monster level per dungeon level stocking table they prefer for their dungeon, the next step is to go back to the key and roll the monster level for each occupied room, or to roll the points if using a point buy method. Write down the monster level or monster hit dice or points in pencil on the key.

The Alternate table:

Level Beneath the Surface	Dice Result (1d6)					
	1	2	3	4	5	6
1	HD ≤1	HD ≤1	HD 1	HD 1-2	HD 1- 2	1D12+2 HD
2	HD 1	HD 1-2	HD 2	HD 2	HD 2-3	1D12+2 HD
3	HD 2	HD 2-3	HD 3	HD 3	HD 3-4	1D20 HD
4-6	HD 4	HD 4-5	HD 5	HD 5-6	HD 6, 6+	1D20 HD
7-9	HD 7	HD 7-8	HD 8	HD 8-9	HD 9, 9+	1D20 HD
10-12	HD 10	HD 10-11	HD 11	HD 11-12	HD 12,12+	1D20 HD
13-15	HD 13	HD 13-14	HD 14	HD 14-15	HD 15, 15+	1D20 HD
16+	1D6 +13 HD	1D6 +13 HD	1D6 +13 HD	1D6 +13 HD	1D6 +13 HD	1D20 HD

Part IV – Treasure

Distribution of treasure is again not quite as straightforward as it at first would seem. The rule is to roll a d6 for each numbered space. If a monster is present, a result of 1-3 indicates treasure. If there is no monster, only a 1 indicates treasure. Simple enough. The problem is what treasure to place and how it relates to the monster in the room. Page 7 of *U&WA* gives a great table, increasing in wealth and magic as the dungeon deepens. Although the table follows immediately after the rule regarding rolls of 1 indicating unguarded treasure, its actual use is specified only as "To determine the kind of treasure" and might reasonably seem to be intended to be used for all treasure in the dungeon, not just unguarded treasures. If so the immediate question arises regarding whether or not this table then replaces the treasure tables given elsewhere as a monster's Treasure Type. Treasure types in OD&D are "Lair" treasures, found only in the monster's home, and may be wildly different from the treasure table on page 7. In the *Monster Manual* Gygax tells us, "The use of Treasure Type to determine the treasure guarded by a creature in a dungeon is not generally recommended." (1977:5)

At first blush that would seem to suggest that lair treasures, as indicated for Treasure Type, have no place in the dungeon. However, one can immediately see how that doesn't make much sense. Old-school dungeons sometimes had whole levels given over as the lair of a tribe of orcs or giants or ghouls. Even more telling, many of the creatures given Treasure Types are almost always only found in dungeon lairs. For example, it is hard to see how the Treasure Type C of a minotaur is going to be anywhere other than in a dungeon labyrinth. In Adventures in Fantasy (Aif), Arneson tells us that within a dungeon "Each group…would have a lair, in which that group's loot (if any) would be located." (1979, book 1, page 21) Similarly, the 1977 basic Dungeons & Dragons rulebook edited by J. E. Holmes has "…many monsters carry treasure or secrete it in their "lair," cave, or dungeon room. The treasure types …listed in the table below and descriptions and additional tables …are designed to maintain some sort of balance between the value of the dungeon's treasures and the risks involved in obtaining it. It is highly recommended, for this reason, that neophyte Dungeon Masters use the tables." (1977:34)

Arneson and Holmes aren't alone. In his first attempt at tables for random dungeon creation Gygax himself wrote this note for treasures found "with Monster - According to the type indicated in D&D, Vol. Ill for Outdoor Adventures - with pro rata adjustment for relative numbers." (SR 1975:4)

Look again at Gygax's statement from the *Monster Manual*, and notice he refers singularly to "a creature", not a group or lair. Some of the monsters placed on a level will surely be occupying a lair, as the above statements tells us, while many others will be just passing through, or temporarily guarding some treasure, or something else. Neither a half dozen hobgoblins hired by an evil high priest to guard a temple, nor a wererat hunting through a pile of refuse for food, are going to have a lair treasure stashed nearby. If the creature encountered is not in its normal den or a typical home for the creature type then of course it makes no sense for it to have a lair treasure.

Nevertheless, there is still a chance that any given room in a dungeon could have a hidden treasure in it, a treasure that may be unguarded or that any monsters present may not even be aware of, and that is precisely

what the *U&WA* treasure table is for. While the principle is perhaps not well explained in the rulebooks, the first TSR adventure module written as a teaching tool for beginning players and Dungeon Masters, *In Search of the Unknown,* makes the intent much clearer: "…quite a number of places will simply be empty, while others may hold a monster with no treasure, or, rarely, a treasure without a monster guarding it. In the latter instance, the unguarded treasure will likely be well-hidden (as indeed

any treasure can be) or concealed to make the room appear empty. Finally, in some instances, a room may contain a monster (being in his lair) as well as a treasure he is guarding, either wittingly (if it is his trove) or unwittingly (if his appearance there was only coincidental)." (1978:24). Some may still object to using the treasure types on the mistaken grounds they are overgenerous. In fact, the reality is that, on average, the *U&WA* treasure table is significantly more generous, resulting in even more treasure. Either way, rich treasures are one of the hallmarks of the old game. So, when setting up the distribution of treasure in a dungeon space, the first step is to simply mark on the key that there is a treasure present. Later, when the exact type of monster, if any are present, has been determined, the referee will then decide if the treasure is part of a lair trove as determined by Treasure Type. If the monster is not in a lair or the room is empty, then the treasure is probably hidden (and possibly trapped!) and its content should be determined using the "kind of treasure" table from page 7 of *U&WA*.

Part V – Choose Monsters & Themes

Okay, so far our dungeon key tells us which rooms have monsters, what hit dice level they are or how many points are available, and whether there is a treasure present. Now, for each room occupied, it is time to pick a specific monster of the level indicated. To do this, it is really useful to have a list of all the monsters you are using in your campaign organized by hit dice and or level or point cost, depending on the method being used. If the dungeon master is using the monster level as determined by hit dice method per M&M page 18, then all the 1HD and/or 1HD+ monsters should be in one list, 2HD in another list, and so on. In other words, the referee should make their own list of monsters by level just like the monster level lists on page 10 and 11 of *U&WA*, but organized according to hit dice rather than into the 6 categories of OD&D or 10 categories of AD&D.

It's possible to roll dice and pick the dungeon inhabitants randomly off such lists, but I'd advise against it unless you want a nonsensical "funhouse" kind of gaming experience. Instead, it is time to be creative again.

Take a close look at the dungeon maps and your monster level list, and choose the monster from the list to fit. The process of choosing monsters for a dungeon level will often (but not always) go hand in hand with choosing a theme for the level. Gygax tells us that "Each level should have a central theme and some distinguishing feature ... ". (*Europa* 6-8, 1975:19) Themes can be either very specific or fairly general. Some themes may simply be a feature of the map itself, for example, a level dominated by pools, lakes, and underground streams, but in many cases the theme of a level will be the type of monsters present. For example, the theme of the first level may be that it is a haunted crypt of skeletons and zombies.

Part VI – Lairs

Once the type of monsters has been placed, it is time to look for Lairs. By the book, lairs are determined by a % lair roll. For example, purple worms are found in lair 25% of the time. So the referee could roll % and see if a lair of purple worms is present. The question comes up whether to roll for each inhabited room, or only once for each type of creature. The answer logically must depend on the type of creature. For a non-fantastic creature like orcs that

live in large groups, it may well be that only one roll is needed, and the result of that roll will tell you if all of the orcs in a certain section of the dungeon level are members of an orc lair or if they are there for some other reason. With fantastic creatures appearing in low numbers, such as our purple worm example, a %lair check on each room may be more appropriate.

While using % lair this way can be a helpful tool, the referee may find a close look at the level maps and consideration of the level theme to be equally important guides. If several occupied rooms with monsters of a similar level are close together, it may make sense to treat it as a lair, without consulting the percentile dice. For example, let's say several rooms near each other on the first level of the dungeon are occupied by a 1 HD or less monster. The referee could choose to make each room part of an orc lair, perhaps even rearranging which rooms are occupied to better fit the lair. Now is a time to imagine encounters and make appropriate adjustments to occupied spaces, keeping in mind the need to adhere closely to the desired overall percentage of occupied spaces expected for the dungeon level.

Additional features of the map should also be taken into account when planning lairs. Spaces can be rearranged or redrawn as necessary. Many lair monsters will need a means of entering and exiting the dungeon not shared with other monsters, and the lair itself must obviously be sufficient in size for its inhabitants. Also, as Arneson, advises in *Adventures in Fantasy*, "As a guideline there should be no more than 1-10 groups on a level of the Underground and probably no closer than 100' of passages (unobstructed) each with some egress to the outside unless they are not alive or carrion eaters." (1979:26)

Note that up to now I have said very little about the number of monsters in a given encounter. The fact is that the rule for what to do with monster numbers appears to have been in flux when the rules for creating dungeons were developed. Observe this note from *M&T* regarding the Number Appearing statistic "*Referee's option: Increase or decrease according to party concerned (used primarily only for out-door encounters)." That parenthetical comment is particularly curious, considering that a number of the monsters in the list are dungeon monsters, rarely if ever found "out-doors". Giving encounter numbers for encounters that will never or almost never occur seems nonsensical. The comment is made more interesting still when compared to the corresponding statement from the earlier Dalluhn manuscript (*Beyond This Point be Dragons)* D&D draft: "*Referee's option: Increase or decrease *numbers* according to *the number of adventurers in the* party concerned." (Book I:8 italics mine) The notable difference here is that the draft says nothing about "out-door encounters" and makes that whole parenthetical statement in the final version seem to be a last minute change. In fact, we see that same principle of adjusting monster numbers to the size of the adventuring party in this now familiar passage from page 11 of *U&WA*, "If the level beneath the surface roughly corresponds with the level of the monster then the number of monsters will be based on a single creature, modified by type (that is Orcs and the like will be in groups) and the number of adventurers in the party." The *U&WA* text here refers to wandering monsters, but the corresponding text in Dalluhn (Book II:12,13) seems to refer to all dungeon monsters. Thus, through comparing these passages, a case can be made that the dungeon stocking rules were originally developed with the intention of not specifying pre-determined monster population sizes, adjusting instead to stronger or weaker numbers based upon the size of the adventuring party, but as D&D developed the idea was steadily dropped. One interesting point of support for this reading of the rules is that the principle is echoed in *Holmes*, at least as far wandering monsters are concerned. "The number of wandering monsters appearing should be roughly equal to the strength of the party encountering them." (*Holmes* 1977:10)

With this in mind, referees can choose to either specify exact numbers (3 ghouls in the room) or choose to leave it vague (the room has ghouls), as a matter of preference, and still feel confident they remain within the guidelines of the game. Personally, I like to specify the range of numbers possible (2-24 ghouls) in most cases but otherwise leave exact numbers up to the referee actually running the adventure. In that case, hit points for monsters will be rolled when needed, as we see Gygax doing in this combat example from *The Strategic Review* "There are 8 orcs which can be possibly hit. An 8-sided die is rolled to determine which have been struck. Assume a 3 and an 8 are rolled. Orcs #3 and #8 are diced for to determine their hit points, and they have 3 and 4 points respectively." (Summer 1975 Vol 1 No.2:3)

Now I should point out, that none of this confusion over numbers appearing matters if you are using the point buy system, where you have exactly as many monsters in a given room as you can afford to buy.

Part VII – Determine Treasure Content

Once all the monsters' lairs and themes are set, it is time to roll the dice and consult the tables for the specific

treasures at each location indicated, using the monsters' Treasure Type for any "in lair" treasures, and the *U&WA* table for all non-lair treasures.

There is a last consideration to be addressed at this point about lair treasures in dungeons. Let's suppose our intrepid referee has created a lair of orcs and has one room in the lair where a treasure has been indicated. So the Dungeon Master then turns to Treasure Type D, as indicated for orcs, rolls the percentile dice for each entry, and comes up with nothing, zip, and zero. Does that mean the room has no treasure? No, since a treasure has already been determined to be in the room, there is indeed a treasure there. What it means is that the orcs themselves have no treasure, so that the treasure that is present is a hidden or otherwise inaccessible one which the orcs are either unaware of or unable to get. In this case, the referee should use the *U&WA* table to create the treasure and invent a reason why the orcs aren't in possession of it themselves.

By the same token, if a referee decides a location or several locations populated with monsters is a lair, but no treasures have been indicated in any of the rooms, then no roll for treasure type should be made. The Dungeon Master should only roll for treasure in spaces already determined to have it, regardless of whether it is a monster lair or not.

Human "monsters" are surely one of the charms of OD&D, but having thaumaturgists and evil high priests among the denizens of your dungeon can bring up some questions too. First, as with any monster, consideration should be given to whether the humans, etc. are "in lair". In most cases they probably won't be, but if they are, then character level may determine the nature of the lair. For characters of 1st through 7th level lairs may be of any size and purpose, from a teeming den of bandits to a hermit's solitary hideaway.

Lairs of 8th level and above will likely be strongholds, and should be stocked by following the guidelines for strongholds and castles on pages 15 and 16 of *U&WA*, including numbers and types of retainers, although in a dungeon, the notes on riding out and jousting bypassers can be safely ignored. Absent from the *U&WA* guidelines is any mention of treasure, but one can hardly go wrong by turning to the type A assigned to pirate or bandit groups of similar size and structure.

The possessions of non-player character individuals with a character class is a more complicated matter. Although evil priests, Thaumaturgists, and the like do not have a treasure type, they are likely to possess a magic item or three. What these items should be is trickier. On page 19 of *U&WA*, guidelines are given for magic items possessed by character classed non-player characters in wilderness encounters and these guidelines might just as well be used for the same NPC's in dungeons.

One curiosity about these guidelines however is that while they carefully parse out the type of magic item a character of a given class should likely have, they make no distinction for level, so that a 1st level Medium is just as likely to possess one, and only one, magic wand as a 12th level Wizard. Interestingly, in the description of Bandits in Monsters & Treasure, page 5, there is also a set of guidelines for magic item possessed by character class of non-player characters.

These tables are much less nuanced when it comes to the likelihood of the type of items possessed, but appropriately, use an increasing chance per level approach, regardless of class. The methods may seem at odds with each other; however, they can be combined. By M&T there will be a chance of 5% per level that the man type encountered will have from 1 to 3 magic items. Therefore, allow a 5% chance per level, rolled 3 times. For example, a level 3 character would require 9 total rolls; 3 at 5%, 3 at 10% and three at 15%. For each positive result, roll on the appropriate *U&WA* table. This is easily done with fighting man and cleric, because the *U&WA* percentiles add up to 100, but the magic-user table sums up to 110% and so must be adjusted.

Part VIII – Determine Treasure Circumstance

Our first concern regarding the circumstance in which a treasure is found is where it is located. Clearly some treasures - like a dragon's hoard are going to be too big to hide, but for almost all others the treasure should be hidden, or at least concealed in some way.

Next is the location in the room where the treasure is kept. TSR's *Monster & Treasure Assortment* provides a useful table on page 1. Below is another such table adding location types found in the 1975 Temple of the Frog:

d10	Result
1	Invisibility
2	Vault under trapdoor in floor
3	Wall cabinet
4	Wall niche behind painting/tapestry
5	Pedestal or column with secret compartment
6	Piles of trash

d10	Result
7	Niche under loose stone in floor or fireplace
8	Illusion (to change or hide appearance)
9	Secret Compartment in Container
10	Inside or among ordinary items in plain view

Our next concern is what, if anything is the treasure kept inside. Again there is a table in M&T, I recommend, which provides such choices as jars, chests, locked coffers, etc. Where appropriate, these containers should always be locked or padlocked.

A more difficult question however, is whether or not the treasure should be trapped. Clearly how trap laden the treasures are will have a big impact on play, yet we don't get a whole lot of guidance from the usual old school sources on this subject. One thing made clear is that guarded and unguarded treasures are treated differently. *U&WA* page 8, tells us. " Unguarded Treasures should be invisible, hidden behind a secret door or under the floor, locked in hard-to-open strong boxes with poison needles or deadly gas released when they are opened." So we see that unguarded treasures will often be trapped. In fact, on the ODD74 forum, original Blackmoor, Tekumel, and Greyhawk player Michael Mornard said of his dungeon,"100% of unguarded treasures in Ram's Horn Dungeon are trapped. Unless, of course, they aren't."

Guarded treasures are another matter. Of the few published OD&D dungeon levels written by Arneson or Gygax, Temple of the Frog (1975), and Tsojcanth (1976) may provide the most help. Curiously enough, they both have about 19 rooms with treasures of money and or magic:

Of the 19 or so rooms with monetary/magic treasures in Tsojcanth, 1 chest is trapped (poison needle). So roughly 5%.

In Temple of the Frog, of the 19 or so rooms with monetary/magic treasures, 1 locked cabinet is trapped (trapdoor pit). So again roughly 5%. This treasure however is unguarded.

In these early dungeons, treasures that were both guarded and trapped seem to be fairly rare, so a 1 out of 20 occurrences (5%) is probably about right for a "typical" level. Certainly the Referee can increase the frequency for dramatic effect when desired. Again the *Monster & Treasure Assortment* can be relied on for a list of 16 traps that can be used with treasures for an old school feel.

A last thing to mention is a guideline found, to my knowledge, only in the Dalluhn (*Beyond this Point be Dragons*) draft of *OD&D*, " ... "cursed" gold or a gem with a curse attached is also possible, and can cause some lessening of greed among your players." (Book II:27) Just how possible it is that a treasure will be so tainted is unspecified. In fact, scrolls provide just about the only guideline for how often a curse is deliberately placed on an item. If we assume that curses are placed on gold or gems as commonly as on scrolls, which seems reasonable, then 10% of all gold or gem hoards in a dungeon will be cursed.

Part IX – Trick and Trap Rooms

In the original set of *OD&D* rules, tricks (like rotating walls and teleportation rooms) and traps (like covered pits and descending ceilings - not to be confused with treasure traps) are to be chosen judiciously and placed as desired by the referee to fit the type of locale. A wizard's labyrinth will likely contain a lot more such things than a troll's cave. The 1976 *Dungeon Geomorphs*, suggested 1/6th (16.7%) of numbered locations should have a trick or a trap. (p1) Presumably that's about an 8% chance for a trick and an 8% chance for a trap. While this may be useful as a general guideline, most referees would be well advised to place tricks and traps in a frequency and of a style consistent with the theme of the dungeon level.

Gygax himself, in what can be said to have been his last mega-dungeon project, Castle Zagyg: Upper works, was very reserved in his use of traps and tricks. According to an analysis done by Alan Grohe, only 4% of the rooms were "tricks" and 8% had traps.

The tricks and traps themselves, to take a bit of advice from *Holmes*: "... should not be of the "Zap! You're dead!" variety but those which a character might avoid or overcome with some quick thinking and a little luck. Falling into a relatively shallow pit would do damage only on a roll of 5 or 6 (1d6 hit points at most) but will delay the party while they get the trapped character out." (p39)

Another concern with traps is that they not be a hazard to the dungeon's normal inhabitants. "This lair should not be filled with tricks and traps since the beasts traveling in and out of the lair all the time would probably avoid the bother of setting and resetting such things." For this reason, tricks and traps will often be located in out of the way and low traffic areas, such as "at the end of a passage that dead ends." (AiF 1979:22)

Part X – Dressing

So now we have a proper campaign dungeon filled with monsters and treasures, but it is still largely a blank canvas, an outline in black and white. The Dungeon Master can now add a backstory, and the sights, sounds, and smells of this mysterious underground. There's tons of advice on this sort of thing, widely available, including even whole books of random tables for those who want a little help. .

Part XI – Step by Step

Let's summarize each step:

1. Create Maps for a minimum of 6 levels.
2. Make a key in a notebook with a line or two for each numbered room.
3. Place any special treasures & monsters, if desired.
4. Roll the dice for each room to see if there is a monster there using whichever method (1/3rd by the book or Blackmoor's variable chance by dungeon depth) preferred. Make sure the percentage of occupation is close to what it should be, and if not, add or subtract occupied rooms.
5. Where monsters are present, roll on the Monster Determination By Dungeon Level (OD&D), or the Dungeon Random Level Determination Matrix (AD&D) table or one of the substitute tables provided above to find the monster's level or hit dice and level or purchase points available and write the information down next to the room number in the notebook. Use whatever notation you like.
6. Check each numbered space for the presence of treasure, allowing a 1 in 6 chance for treasure in uninhabited rooms, and a 3 in 6 chance where monsters are present.
7. Create specific details for the monsters by choosing exact monsters from lists organized by monster level or hit dice; check %lair or use judgement to decide which monsters may be in lairs and determine an overall theme for the level. If needed, rearrange a few rooms and add new map features.
8. Roll for exact treasure content, using either the lair treasure type or *U&WA* tables as appropriate. If no treasure is indicated in a lair then no treasure is present. If treasure is indicated in a lair but the Treasure Type rolls produce no treasure, roll again on the *U&WA* treasure table and assume the treasure is unknown or inaccessible to the lair monsters.
9. Add a backstory, tricks, traps and other dungeon dressing as desired.

And that's how to create a proper campaign dungeon.

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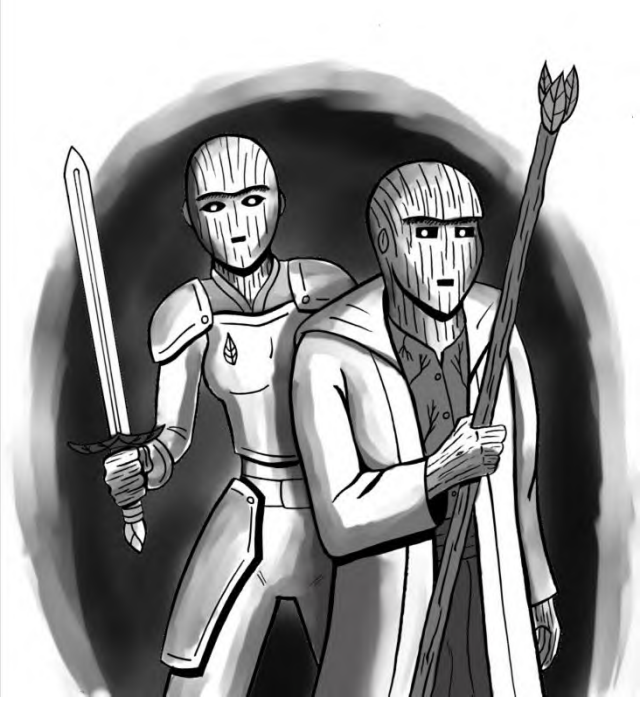
Creature Feature I:
The Carven: Wooden Warriors and Sages

by John Fredericks

This article will describe the carven, a construct race for your old-school game. Many myths and legends tell of mechanical people, such as Pygmalion's living statue, Albertus Magnus' brass man, Hoffman's Olympia, and all the way through modern robots. Hopefully this race can find a spot in the ongoing legend that is your campaign.



History: Legends tell of the wizard-king Urezan, the wisest and kindest ruler of ancient times. Some stories claim that he imbued intelligent life into his wooden statues. Some helped him with his magical research, while others served as healers and protectors for his kingdom. Working alongside the people, they became known as the carven. They took every opportunity to learn about the various cultures that flowed through the trading city. They seemed especially interested in families, and the joy that children can bring.

Though he was kind-hearted, Urezan was not naïve. He feared how others might abuse his creations. To prevent their misuse, he created them with a deep moral code. It forbad stealing, destruction, and the taking of life except in self-defense or the defense of the innocent. He also gave them one final order. Upon his death, the carven laid down their tools, their healing herbs, their spears. They left the city and faded away into the deep wild places of the world.

In the long centuries since, legends have arisen of wooden men and women who accompanied great heroes on their quests. They formed deep friendships with these legendary heroes, but never discussed their homeland. In hidden enclaves deep in the forests and hills, they dedicated themselves to Urezan's pursuit of knowledge. However, they found knowledge was not enough. They longed to have families. Through it took centuries, they finally rediscovered Urezan's magical rituals for giving life to wood. They created new carven, their children. These "children" often found themselves restless, longing to see the wider world. Many have slipped away from their homes to experience other cultures, and perhaps find their purpose and place among the other races.

Description: Carven resemble men and women carved entirely of wood. Their faces and bodies are generally smooth and plain, and they wear clothing and shoes for protection. Carven stand around five to six feet tall and typically weigh around 120 pounds. Their complexions vary with their wood: from light golden pine to deep mahogany. Carven move quietly and gracefully, like finely crafted machines. They do not need to eat, drink, or sleep. They are typically inquisitive, calm, and logical. Some find them emotionless, though this is misleading. They show great loyalty to their companions and great concern for the innocent of any race. Unless they are killed, they have an indefinite lifespan.

Restrictions: Carven may become clerics, fighters or magic-users. They may advance to 10th level in any of these classes. They are required to have a minimum Intelligence of 9. Due to their unusual appearance, they may not have a Charisma higher than 17. They gain only half the hit points (round up) from healing potions crafted for the other races. This restriction does not apply to healing spells, or to potions crafted specifically for plants and trees. If they are hit with a fire-based attack, they must save versus Dragon Breath or catch fire. This inflicts an additional 1d4 of damage each subsequent round until extinguished. Extinguishing the fire is a full round action.

Special Abilities: All Carven receive a -1 to their armor class due to their resilient nature. Carven roll hit dice one size larger than normal. For example, a Carven magic-user will roll a d6 rather than a d4 for hit points. In a forest, they can blend in with the trees. As long as they remain still, there is only a 10% chance that they will be detected. If they wish to scout ahead in a forested environment, there is only a 30% chance of detection provided they are wearing leather armor or less.

Carven have 80% resistance to poisons intended for other races. They roll percentile dice and only rolls of 81 or better have a chance of affecting them. Even if they fail this roll, they still are allowed to make their normal saving throw versus poison.

Designer's Notes: The Carven were designed to be a counterpoint to other construct races. Unlike golems, they are quite intelligent and possess free will. They were not created primarily for war, but for the pursuit of knowledge and service to others. While they will fight, they only do so in protection of the innocent or their friends. In a way, they are meant to be a fantasy echo of Isaac Asimov's R. Daneel Olivaw or Star Trek's Mr. Data.

Obviously you can adjust the Carven to suit the needs of your players and your campaigns. You may want to allow different classes, or adjust the level limits. You might also give them an animal companion, as they have lived in the woods for so long. They would make an excellent druid to serve as a friendly NPC or guide for the party. A carven fighter might be a great choice to round out the party as a hireling, though generally they will only do so if they perceive the quest to have some noble purpose.

If you use the carven in your campaign, please let me know at jfpaint@outlook.com. Like Urezan, I'd be thrilled if my creation lives on.

Sword, Cursed Everstriking

This cursed sword may be discarded up until the first hit in real battle, at which time the curse is invoked. From that time forward the sword always strikes. If the normal roll to hit missed, subtract the rolled value from that required to hit – the wielder suffers this many hp of damage as the sword wrenches energy from the wielder's body to ensure the hit.

The sword has no pluses to hit or damage, but will damage creatures requiring up to +3 to his. Should the wielder "miss" a creature requesting a special weapon (silver, cold iron, etc.) or a +1 weapon to hit, the damage inflicted upon the wielder is doubled as the sword requires more energy to make the strike. Similarly, "misses" on a creature requiring +2 weapons to hit inflicts triple damage on the wielder, or quadruple damage if the creature requires +3 weapon to hit.

Once the curse is invoked the sword is bound to the wielder, and no other weapon may be used. Only a *Wish*, *Alter Reality*, or *Exorcism* will free the wielder from the sword.

GP value 25,000; XP value nil

by Bryan Fazekas

Creature Feature II: Woodland Wyrd

by Dan Rasaiah

Out of the Gloom a horror here comes ...

At first the livestock began attacking and killing their young ... we had to put a few down who turned on us, but not before Zeke's boy was trampled by that steer. The creepers were growing in the forest like I've never seen before, and people started bickering and fighting, real nasty like. Jo-bell disappeared first, then Dalan and Jed.

The village priest, well he was a farmer but used to be a priest way back when; well, we found him on top of Telun's Rock in the forest. He was scared stiff of heights that old man, used to get me to come over and repair his roof when it rained ... no way he could've climbed up that rock. Anyway, he jumped off that rock, right there in front of us all. His daughter and grandson saw the whole thing. Damnedest thing I ever saw.

It was misty near every day after that. The crops were growing like we'd never seen, but we had to kill the animals ... their behaviour, unnatural ... well I don't want to talk about that. Anyway, people kept vanishing and leaving, but they never got far. We'd find em, or what was left of em in the forest.

Nobody wanted to talk about it, but there was something in them woods. Darcy's girl saw it, but she never spoke again after that. She was a chatterbox that girl ... before ...

We tried to get out of the Pass, but we couldn't, we couldn't get out.

Testimony of Erik Oakenfeld, last remaining survivor of Cherry Point Pass, Population (Prior) 48.

Woodland Wyrd (Nilfyg Tarn)

Frequency:	very rare
No. Appearing:	1
Armor Class:	10 (when materialized)
Move:	15"
Hit Dice:	5
% in Lair:	nil
Treasure Type:	Z
No. of Attacks:	special
Damage/Attack:	see below
Special Attacks:	see below
Special Defenses:	see below
Magic Resistance:	80%
Intelligence:	Exceptional
Alignment:	Neutral Evil
Size:	M
Level/XP Value:	special

Malignant 'nature spirits' hailing from the glooms of Hades, sages speculate that Woodland Wyrds 'leak' into the Prime Material Planes via open portals, or are summoned by hags and witches.

As their name implies, these creatures seek desolate forests and remote woods to work their evil ways. They have innate powers of *Charm Animal*, *Invisibility*, *ESP*, *Telekinesis*, *Ventriloquism*, and *Suggestion** (all at 10th level of ability) which they use to haunt and terrorise woodsman, remote farming communities, and humanoid tribes. In the goblin tongue they are known as 'Nilfyg Tarn' which loosely translates as 'The ghosts of Niflheim'.

When visible, they sometimes appear as wisps of black mist (treat as gaseous form); however, they most commonly manifest by manipulating the branches and leaves of trees and bushes to momentarily create a horrific visage of toothed, leering foliage of demonic or skeletal countenance. This 'face' is normally preceded by a gust of cold wind, which buffets the surrounding forest before creating the face of the wyrd. Onlookers of 5 HD or less must save vs spells or flee in terror (50% chance) or drop to the ground, shielding their eyes and cowering in fear (50% chance). Whilst in this gaseous state, Wyrd's can be struck by magic weapons of +2 or greater enchantment.

*** Note:** Wyrd's have no direct physical means of harming victims but use their spells to harass, injure, and kill unfortunates. Their *ESP* can probe deeper than surface thoughts, and their power of *Suggestion* is particularly potent and can induce self-harm (+1 bonus to saving throw for minor damage increasing to +4 bonus for lethal commands). Indeed, one of the hallmark indicators that a wyrd has taken residence in a remote community is the spate of increased suicides in the area.

However, a Wyrd's primary goal in coming to the prime material plane is to seek druids of weak resolve (Wis 12-14, 7th level or less) whom they attempt to possess (save vs spells at -4 negates). These druids are the key to

Wyrd's attaining full physical manifestation on the prime material plane, and as such they will stop at nothing until they find such a target. Wyrds typically target druids in the remotest of locations in order to avoid detection for as long as possible.

The possession is a gradual process, and begins with the Wyrd preying on the druid's natural protective instincts toward the forest and its denizens. The Wyrd ferments the notion that humanoids are the scourge of the natural world and the enemy of the forest. They use their powers of *ESP* to delve into the druid's mind, recalling instances where humans or other creatures have caused harm to the druid's protectorate, instilling resentment and aggression in the druid. This initially manifests in increased surliness toward humanoids, and steadily increases to outward aggression over a period of several months –during which time the druid is moving progressively toward neutral evil alignment. By the time the possession is complete, the druid's abode has become a nightmare, a reflection of the glooms of Hades. Perverted bone totems of the druid's unfortunate victims will be found throughout the forest, and normally benign animals will become hunters of men (or humanoids as the case may be). Brownies, sprites, and other good-aligned creatures will leave the area, and evil fae and undead will gravitate and appear in ever-increasing numbers.

Druids possessed in such a way retain their normal druidic abilities and spell use, although it is quite possible that an evil divinity from Hades is now fueling their abilities rather than natural forces. [In the author's campaign this power is known as 'As-phoden' – The Wanderer.] New spells will become available to the druid that are perversions of typical druidic abilities (it is left to the DM's imagination to concoct these).

After possession has run for greater than a year, the druid's physical appearance will begin to shift. His skin becomes a pallid grey, as does his hair, eyes, and nails, and he will become taller and stooped. Over several years he will begin to shift into an ever more grotesque and terrifying meld of human and tree, all the while retaining his basic human structure and form (changes may include: sharpened teeth, elongated nose and ears, talons, hunched back, dark green facial hair, bark-like skin, etc.).

When possession has run for a period of five years, all vestiges of the former druid are now lost forever (prior to this point an *Exorcise* spell will rid the druid of the Wyrd) and the creature left in its stead is now a full avatar of the Woodland Wyrd on the prime material plane. The Woodland Wyrd incarnate resembles a hybrid of human and treant with demonic characteristics, and retains its former spell-like abilities.

Woodland Wyrd Avatar

Frequency:	very rare
No. Appearing:	1
Armor Class:	0
Move:	12"
Hit Dice:	10
% in Lair:	nil
Treasure Type:	I, S, Z
No. of Attacks:	3
Damage/Attack:	1d10, 1d10, 2d8
Special Attacks:	see below
Special Defenses:	Cold resistance, immunities (see below), harmed by +1 or greater weapons
Magic Resistance:	50%
Intelligence:	Exceptional
Alignment:	Neutral Evil
Size:	L (12' tall)
Level/XP Value:	IX/7200 + 14/hp

The woodland wyrd avatar attacks via two claws and a bite. They sustain half damage from cold attacks, but take an extra +1 hp/die from fire based attacks.

In addition to the standard woodland wyrd at will listed abilities, the avatar now has the terrifying ability to turn flesh to wood with a mere look (save vs petrification negates). Note this attack may be directed at those in melee in addition to the wyrd's regular attacks). The vicinity of the wyrd's lair will be littered with the wooden statues of all manner of humanoids, animals and creatures in various states of horror, as the woodland wyrd views almost all non-vegetative matter as an enemy to be purged, the exception being hags and other natural denizens of Hades who are often found consorting with wyrds.

Now that the wyrd has taken full physical form, it is more vulnerable to magical attacks, although is immune to all types of fear, death, sleep, and hold magic (except the druidic spell *Hold Plant)*.

The wyrd avatar can only be harmed by magical weapons of +1 or greater enchantment, and is immune to damage caused by wooden weapons regardless of their enchantment (e.g., clubs, staves etc.)

Spell Caster's Paradise I: Enchanter Spells

by Ian Slater

These new spells are designed specifically for the *Enchanter* sub-class of magic user. See this issue's *Tactical Magic* column for a description of the class.

Tungen's Way of the Ward

Level: Enchanter 1
Type: Divination
Range: 0
Duration: 1 turn
Area of Effect: 1/2" radius sphere/level
Components: V, S, M
Casting Time: 1 round
Saving Throw: none.

Tungen's spell, when cast, does a surface scan of the minds of all victims in the area of effect, focusing on conventions, local lore, popular rumours, etc. By the end of the spell's duration the magic-user will be conversant with these things. The spell will not give the magic-user knowledge restricted to few, no knowledge of passwords and key locations, or anything else "secret" - it focuses on general knowledge held by many in a given area. Still, the magic-user will be knowledgeable about customs and rumors, sometimes very local knowledge, depending on where the spell is cast (in the middle of a busy town square is helpful). The material component of this spell is a sow's ear that is held to the ground while whispering the words, "minden nap szabályok".

The Artful Eyes of the Sharper

Level: Enchanter 2
Type: Divination
Range: 0
Duration: 1 turn/level
Area of Effect: 3" radius sphere/level
Components: V, S, M
Casting Time: 1 round
Saving Throw: none.

When this spell is cast the magic-user can immediately see through the eyes of any thief or anyone with the intent to thieve in the AoE of the spell. The magic-user may switch from viewpoint to viewpoint at any time. If there is more than one thief in the AoE, the magic-user will be able to see what each of them can see. If there are more than 3 thieves in the area the caster must save versus magic or be overwhelmed by the multiple inputs and fall unconscious for 1d3+1 rounds. Note that it is impossible to be surprised by a thief while this spell is in place. The material component of this spell is a magpie feather and a green stone, both of which are held in one hand while the magic-user says, "a szeme az enyém".

Fonreaver's Ambient Awareness

Level: Enchanter 3
Type: Divination
Range: 1"/level
Duration: 1 round/level
Area of Effect: 1" globe/level
Components: V, S, M
Casting Time: 3 segments
Saving Throw: special

Fonreaver's spell makes the magic-user hyperaware of her surroundings; she is instantly aware of all visible activities undertaken in the AoE. This awareness conveys the following benefits:

- Magic-user gains +1 to hit against all targets
- The magic-user may only be surprised 10% of the time
- The magic-user may surprise others 50% of the time
- The magic-user gains a 1 point bonus on initiative rolls for the duration of the spell

The material component of this spell is a feather from an owl and a rabbit's foot, both of which are consumed in the casting while the magic-user speaks the words, "Tudom, hogy minden körülöttem".

Joonquith the Regal's Subtle Rebellion

Level:	Enchanter 3
Type:	Enchantment/Charm
Range:	1"/level
Duration:	1 round/level
Area of Effect:	special
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	Neg.

Joonquith's signature spell may be used on any single creature with at least one limb. If that creature fails its saving throw then the magic-user may control one of its limbs. If used on a monster such as a hydra, the magic user could control, for example, one of its heads, making it attack another head, or another victim. If cast on an enemy fighter, the magic-user could force that fighter to strike at another victim in range, strike at himself, etc. Note that if an NPC/creature has multiple attacks per round, the MU can only impact one of those attacks. The material component of this spell is a branch from a sapling or young tree, and a gold coin; the branch is snapped in half, the coin is taken in the palm and the magic-user speaks the words, "Minden kéz ellen saját."

The War Drums of Konnigut the Damned

Level:	Enchanter 3
Type:	Enchantment/Charm
Range:	1"/level
Duration:	1 round/level
Area of Effect:	1" radius sphere/level
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	special

Konnigut's signature spell creates a rhythmic drumming noise that has the following effect on those in the AoE for the duration of the spell:

- if those in the AoE are allies of the caster it gives them +50% to morale, increases their movement rate by 25%, adds +1 to their to hit rolls and +1 on their saving throws, no save

- if those in the AoE are enemies of the caster, it gives them -50% to morale, reduces movement rate by 25%, subtracts 1 from their to hit rolls and saving throws; a saving throw negates these impacts.

The material component of this spell is a pair of drumsticks (any two sticks will do) and a silver piece; the drumsticks are held in one hand while the silver piece is thrown into the air - it disappears and the magic-user "drums" the air with the sticks to effect the spell while saying the words, "harci dobok hang".

Keenal's Rapid Retention

Level:	Enchanter 4
Type:	Divination
Range:	touch
Duration:	special
Area of Effect:	individual
Components:	V, S, M
Casting Time:	1 turn
Saving Throw:	none.

Keenal's signature spell allows the magic-user to reduce the amount of time needed to learn anything. The reduction in time is 10% at 8th level, and an additional 10% for every level thereafter, e.g. a 12th level magic-user could reduce learning time by 50%. The highest reduction possible is 90%. The spell can be applied to physical skills, mental skills or raw knowledge. The magic-user may apply this spell to themselves or to others, but the reduction for others is 5%/level, +5% for every level past 8th, and may not reduce more than 80%. The material component of this spell is a strip of gold wrapped around the magic-user's finger; he touches his temple with the gold-wrapped finger and speaks the words, "mindent a feje".

Farranthir the Vain's Pilfered Proficiency

Level:	Enchanter 5
Type:	Alteration
Range:	1"/level
Duration:	1 round/level
Area of Effect:	special
Components:	V, S, M
Casting Time:	5 segments

Saving Throw: negates

Farranthir's devious spell allows the magic-user to pilfer one skill from the victim when the mage is at 10th level, and one additional skill for every 2 levels thereafter (alternately, when the magic-user can pilfer more than one skill, she may choose more than one target to take it from, but they must be within the range of the spell). This skill can be combat-related (e.g. THAC0), class-related (a thieving skill, say hide in shadows, or a ranger's tracking skills), or a non-weapon proficiency like blacksmithing, but it cannot be spell casting. For the duration of the spell the magic-user will perform this skill exactly as the victim would. During this time, the victim cannot perform the skill in question unless they were a willing victim. The material component of this spell is a magpie feather tucked behind the left ear while the magic-user speaks the words, "ami a tiéd, az enyém."

The Overbearing Enchantment of Mohrn the Mad

Level: Enchanter 5
Type: Abjuration
Range: 1"/level
Duration: Instantaneous
Area of Effect: special
Components: V, S, M
Casting Time: 2 segments
Saving Throw: special

By casting the overbearing enchantment, the magic-user attempts to wrest control of a spell from another caster. If the other caster's spell has an instantaneous effect the magic-user can only impact this spell if they cast first; otherwise (e.g. for extended duration spells) the magic-user may try to divert the other caster's spell at any time in the duration, but at most once. When the overbearing enchantment is cast the victim must compare their combined intelligence and wisdom to the combined intelligence and wisdom of the caster. If the victim's result is higher than the caster, there is a + bonus to their saving throw equal to the difference between totals/2; if the victim's result is lower than the caster's, there is a – penalty to the save. If the save is successful the spell discharges as normal, but if it is unsuccessful the caster has gained control of the spell, and may either cause it to dissipate or redirect it anywhere in the original range and area of effect. The material component of this spell is a copper piece, a small length of knotted rope, and an iron spike, all three held in the magic-user's hands while he speaks the words, "fogás és visszatérő".

Rittigan's Cunning Cutpurse

Level: Enchanter 5
Type: Alteration
Range: 1"/level
Duration: 1 turn/level
Area of Effect: 1 target
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

Rittigan's signature spell temporarily bestows on a target all the standard thieving abilities (e.g. PP, OL, FRT, HIS, MS, CW), at 5th level of ability (backstabbing and read languages are not bestowed on the target). If the spell is cast on a thief, their ability scores in each of the above areas increase by 5 levels for the duration of the spell. The material component of this spell is a money purse filled with copper coins; the magic-user dips into the purse and draws out a coin while speaking the words, "Fény ujjai az enyém".

Udar's Puzzling Enchantment

Level: Enchanter 5
Type: Enchantment/Charm
Range: touch
Duration: permanent
Area of Effect: special
Components: M
Casting Time: 1 turn
Saving Throw: special

To cast this spell the magic-user must first commission the creation of a small metallic puzzle, consisting of interlocking pieces of various metals. The minimum cost of such an item is 500 gp. Once created, the spell can be cast on the puzzle and the enchantment will remain on it permanently until discharged by a victim. The magic-user can store this puzzle with his other magic items. If the puzzle is picked up by anyone other than the magic-user, they must make a saving throw at a penalty at -1 for each point of intelligence below 15 (there is no bonus for intelligence values of any kind). If the victim fails their

saving throw, they will become fascinated with the puzzle and unable to put it down, even in the face of hunger, thirst, physical threat or lack of sleep. If the victim is attacked they get an additional saving throw each time (without penalty) and if they are successful the spell is broken. For every hour past the first 12 they are entrapped by the puzzle they must make a constitution check or pass out from hunger, thirst or exhaustion for 2-12 turns. When they wake the enchantment will be broken, but if they pick up the puzzle again they must make an additional save or start the process all over again. The material component of this spell is the custom-made puzzle.

Bormen Catsgill's Cacophony of Rhythm

Level: Enchanter 6
Type: Illusion/Phantasm
Range: 6"
Duration: 1 turn
Area of Effect: 6" diameter circle
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Neg.

Catsgill's spell is designed to make a noise that increases in volume until normal activity is made difficult; every round all those in the AoE make the save, and suffer the appropriate results for that round if they fail:

1. In the first round all attacks by those in the AoE are made at -1

2. In the second round all attacks by those in the AoE are made at -2

3. In the third round all attacks are at -2 and saves and AC are one point worse, and spell casting or item activation with verbal components is impossible.

4. In the fourth round all attacks are at -3 and saves and AC are two points worse and spell casting or item activation with verbal components is impossible.

5. From the fifth round onwards all attacks are at -4, saves and AC are three points worse, and any kind of spell casting is impossible.

The material components for this spell are a pair of iron bars that are struck together three times while saying the words, "hangosabb, mint egy oroszlán"

Cinnel Pan's Collective Mnemonic Abandonment

Level: Enchanter 6
Type: Enchantment/Charm
Range: 1/2"/level
Duration: permanent
Area of Effect: 1" radius circle/level
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Neg.

This spell allows the magic-user to cast the equivalent of a *Forget* spell on a much larger AoE, capturing up to two times the caster's level in HD or levels of victim in any combination the caster desires. The spell erases 1 minute of memory per 3 levels of experience. If the number of targets is less than the magic-user's level, their saves are at -2; if they are greater than the magic-user's level, the saves are at +1. The material component of this spell is a handful of opal dust worth 300gp, which is thrown on the ground in front of the caster while he speaks the words, "összes elfelejteni."

Hoonisor's Second Mind

Level: Enchanter 6
Type: Enchantment/Charm
Range: 0
Duration: 1 turn/level
Area of Effect: caster or willing target
Components: V, S, M
Casting Time: 1 round
Saving Throw: none

The second mind spell creates a second personality that takes on the effects of any harmful mental attacks for the duration of the spell. So if a *Charm* spell was cast on the magic-user while this spell was active the second personality would make a save (all the same numbers and modifiers as the magic-user), and if it failed the consequences would be borne by the second personality. Since there is no impact on the caster, he or she simply knows what has been done by the attacker. The material component of this spell is a small carving of a human head made from stone (100 gp minimum); the carving is held in one hand while the other hand touches the head while saying, "második elme."

Torgintaller's Remarkable Memory Box

Level: Enchanter 6
Type: Enchantment/Charm
Range: 30'
Duration: Permanent
Area of Effect: 1 inch by 1 inch by 1 inch cube inch by 6 inch by 6 inch cube
Components: Special
Casting Time: 1 day

Saving Throw: none

Torgintaller created the memory box to store important memories he did not want to have "read" by ESP or other magic. The box must be custom-made, of obsidian, and will cost no less than 1000 gp. Once made the box can hold one memory/level of the caster. Examples include activation words to magic items, monster secret names, location of an important treasure, whatever. While the memories are in the box the caster may recall them freely but they will be invisible to any kind of mental scrutiny. To put a memory in the box the caster must first cast a *Forget* spell on the box (the caster stands in front of the box, casts *Forget* on the box, and then touches it while touching his forehead) and when this is done it is primed and the next X memories, where X is the level of the caster, are stored in the box. Each time he touches the next memory to be summoned is sent to the box, up to his maximum of X. Each time a memory is transferred the MU must save versus magic at +1 per 2 levels of experience or the memory will be in the box but inaccessible to the caster for 1 to 2 days. The material component of this spell is the box and a piece of "memory moss" (only needed once).

Konnigut's Zampona of the Absent

Level: Enchanter 7
Type: Enchantment/Charm
Range: 6"
Duration: 1 round/level
Area of Effect: 1" radius sphere/level of caster
Components: SM
Casting Time: 7 segments
Saving Throw: Special

When the magic-user casts this spell, they will play on a set of custom-made pipes that are not consumed in the casting. The song will cause up to the caster's level x3 in HD of creatures of a "non-intelligent" rating to become hypnotized by the sound and obey the caster's mental commands. The commands obviously cannot be complicated: one-word mental commands like "attack", "defend", etc. would be best. At the very least if the caster does not give commands the creatures will not attack until the spell is over. The zampona is a custom-made set of pan pipes made from the teeth of a purple worm; they will cost 1000 gp to make, but the magic-user must provide the teeth: 3-4 are required.

The Omniaudial Receptor of Taun-Tar the Haunted

Level: Enchanter 7
Type: Divination
Range: special
Duration: 2 rounds +1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

The omniaudial receptor allows the magic-user to simultaneously hold and hear one location/level of experience as in a *Clairaudience* spell. The material component of this spell is a white pearl that is held against one of the magic-user's ears after he says the words, "hallani szerte."

The Subtle Mind of Rinn Tavos

Level: Enchanter 7
Type: Divination
Range: 1"/level (9" max)
Duration: 1 turn/level
Area of Effect: special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

When this spell is cast it works as an ESP spell, but it will affect a number of creatures whose combined levels of experience and/or hit dice do not exceed twice the level of experience of the spell caster. All affected creatures must be within the spell range and within a maximum area of 5" by 5". The material component of this spell is a diamond of no less than 500 gp value that is consumed in the casting; the diamond is held against the forehead of the caster, he speaks the words, and the diamond is slowly absorbed into his head while he says, "a fejében, hogy az enyém".

Usi's Resplendent Panopticon

Level: Enchanter 7
Type: Divination
Range: Special
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M

Casting Time: 7 segments
Saving Throw: special

The resplendent panopticon allows the magic-user to simultaneously hold and view one location/level of experience as in a *Clairvoyance* spell. Use of this spell on more than one consecutive day requires a saving throw versus spell or the caster will slip into unconsciousness for 1-2 hours. The material component of this spell is a spindle crystal prism that is hung from a chain (custom-made, 400 gp minimum). Firelight or sunlight must strike the dangling prism while the magic-user speaks the words, "az összes körül."

Minneath's Mighty Arm

Level: Enchanter 8
Type: Alteration
Range: 1"/level
Duration: 2 rounds/level
Area of Effect: special
Components: V, S, M
Casting Time: 8 segments
Saving Throw: none

Minneath's spell is specifically designed to give a temporary advantage to soldiers on the battlefield. For the duration of the spell, all of those affected will be +1 to hit and +1 to damage due to increased strength while using melee weapons, and +1 to hit using missile weapons. The magic-user may cast this spell on 5 individuals /level. If she so chooses, she may halve that number of targets and the bonuses increase to +2 across the board. If she quarters that number the bonuses increase to +3 across the board. The material component of this spell is a vambrace or manica (armor plating for the arm) soaked in umber hulk blood; the vambrace or manica is placed on the magic-user's arm while he speaks the words, "hatalmas kar".

Gallenghar's Unending Ensorcelment

Level: Enchanter 9
Type: Enchantment/Charm
Range: 5'+1"/level
Duration: permanent
Area of Effect: 1 target
Components: V, S, M
Casting Time: 9 segments
Saving Throw: none

Gallenghar's spell twists the mind of the target creature such that their vision is permanently veiled and unable to see the world as it is. The exact ensorcelment is up to the caster; typical examples would include:

- Everything the victim sees appears to be underwater
- Everyone (person or animal) the victim sees appears to be a demon
- All moving objects become oversized insects and all stationary objects appear as plants
- All moving objects appear to be floating spheres of light; all stationary objects appear as crystalline shapes
- All living creatures appear as featureless black statues, all dead creatures as white flaming spheres
- The victim cannot see anything with an evil alignment

The effects of this spell can only be removed by a *Wish* or *Alter Reality* spell, or a successful *Dispel Magic* casting. The material component of this spell is the skull of a mind flayer. It must be cleaned and hollowed out; it is then held in both hands by the magic-user while speaking the words, "Minden nem."

Heiron's Mantle of the Divine

Level: Enchanter 9
Type: Enchantment/Charm
Range: 0
Duration: 1 turn/level
Area of Effect: special
Components: V, S, M
Casting Time: 1 round
Saving Throw: special

The mantle of the divine is a powerful spell that gives the magic-user the ability to temporarily tap into the godhead, the divine force that separates the eternal from the worldly, and for the duration of the spell the caster will have the equivalent of a 21 charisma: +70% Loyalty Base, +50% Reaction Adjustment and Awe Power Up to 4HD/Levels. Awe power is defined as the reverential fear or dread or overpowering desire to worship caused by the mere sight and presence of the caster. In every case dealing with the levels listed, creatures that gaze upon the caster will be stunned into inaction so they will be aware of nothing but the presence of the caster until they disappear from sight (no saving throw). This works through any control up to and including magic or spell. Stunned creatures cannot initiate any other action than physical defense if attacked while under the influence of the awe power. Each time this spell is used there is a 1% chance that the magic-user's use of the godhead will attract the attention of a divinity, in which case they must save versus death magic or take 50-100 hp damage. The

material component of this spell is a flawless diamond, a freshly picked rose and a shard of ice; the diamond is held in one hand, the rose in the other and the ice is consumed while the magic-user speaks the words, "palástját isteni fény".

The Baffling Acquisition of Inneal the Cruel

Level:	Enchanter 9
Type:	Enchantment/Charm
Range:	3"/level
Duration:	1 turn/level
Area of Effect:	1 target
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none

Inneal's ingenious spell allows the magic-user to use his mind to reach through the astral plane to get access to the mind of their target. For the duration of the spell, the target's body collapses unconscious while the target's mind inhabits the caster's body alongside his mind, and the caster can draw on the abilities of the target as follows:

- Any memorized spells may be cast (assuming material components are available)
- Any at-will abilities can be used
- Any knowledge the target has is available to the caster

Note that this spell is risky in that any target with a combined INT+WIS+CHA of 36 or higher gets a saving throw versus this spell, and if they are successful the caster's mind is transferred instead. To cast this spell the magic-user must obtain a pair of hydra brains, one from each of two heads from one hydra. These must be removed and then burned in a fire along with a **Potion of Etherealness**. The smoke from this fire must be infused into a drink and collected into a potion bottle; the concoction is the material component of the spell and must be drunk when the spell is to be cast, then the magic-user speaks the words, "fejedben az enyémben" and the transfer is completed.

Ring of Alertness

Wearing this ring increases the alertness of the wearer so that they may be surprised only 1 in 12, and they gain +1 on all initiative rolls.

While valuable, the ring has some unsavory side effects. First, the wearer is incapable of sleep while wearing the ring. After 24 consecutive hours the wearer suffers the temporary loss of 1 point each of Constitution and Dexterity every 3 hours. Starting when either score reaches 6 the wearer must make a system shock for each point loss at a cumulative +5% on the die, and failure means death. If either score reaches 0 the character dies. Lost points are regained by resting, with 1 point gained per day of rest.

There is also a 1% cumulative chance per hour worn that the character will be afflicted by a type of paranoia. Afflicted characters will mistrust their companions, refuse to remove the ring, and will fight or flee any creature that tries to get them to remove it.

GP value 5,000; XP value 1,000

by Bryan Fazekas

Potion of Missile Protection

Consuming this potion grants the imbiber complete or limited protection from missile attacks. The imbiber will not be struck by normal size non-magical missiles, e.g., arrows, sling bullets, etc. Magical missiles (arrows, bullets, etc.) have reduced effect, subtracting 2 hp of damage from each die with a minimum of 1 hp per die. This reduction also applies to larger weapons, including siege weapons and stones thrown by giants. The potion also limits the damage done by the *Magic Missile* spell, reducing damage by 1 hp per die. The effects last for 4d6 rounds.

GP value 400; XP value 250

by Bryan Fazekas

Spell Caster's Paradise II: Desert Magic

by Dan Rasaiah

Detect Water

Type: Arcane Divination
Level: Magic-User 1
Range: 1 mile + 1 mile/level
Duration: 1 hour/level
Area of Effect: caster
Components: V, S, M
Casting Time: 1 segments
Saving Throw: None

This spell detects any body of fresh, drinkable water within the range. For the water to be detected it must be above ground and at least 5 cubic feet area. The caster gets a sense of the amount of water detected, its direction and approximate distance. It takes but a moment of concentration to re-orientate to the water's position.

The material component for this spell is a forked stick.

Eye-Guard

Type: Transmutation/Alteration
Level: Magic-User 1
Range: touch
Duration: 3 hours + 1 hour/caster level
Area of Effect: see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell protects the eyes of the recipient from all hostile environmental elements of the desert. The recipient becomes immune to glare (gaining 50% increased range of vision in desert environments), and immune to blindness caused by sandstorms both magical and non-magical. The recipient also gains a +2 bonus on all other saving throws related to blindness and eye-damage.

The material component is a piece of nictitating membrane taken from a desert bird or lizard. The membrane must be consumed for the spell to take effect.

Mirage

Type: Enchantment/Charm
Level: Magic-User 1
Range: 12"
Duration: 3 hours + 1 hour/caster level
Area of Effect: One person
Components: V, S
Casting Time: 1 segment
Saving Throw: Negates

By means of this spell the caster can deceive one humanoid within range into believing they can see an oasis on the distant horizon (successful saving throw versus spells negates). Sparkling water and the hint of swaying palm fronds will beckon them onwards in whichever random direction they see the mirage (roll 1d4, 1=North, 2=East, 3= South, 4=West). Seriously dehydrated victims will move in the direction of the mirage (no save) unless physically restrained, whilst normally hydrated victims will be under no such compulsion, and whilst still believing the oasis to be real, will make decisions according to their own reason.

Track Cover

Type: Transmutation/Alteration
Level: Magic-User 1
Range: touched
Duration: 2 turns + 1 turn/level
Area of Effect: 10' +1'/level
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Negates

By means of this spell, sand swirls and shifts behind a traveler, obscuring tracks in a 10 feet +1 foot/level wide path from the recipient. By placing the spell on the rear-guard, a caravan group can move great distances without leaving any physical tracks in their wake.

A saving throw is allowed if the spell is cast on an unwilling recipient.

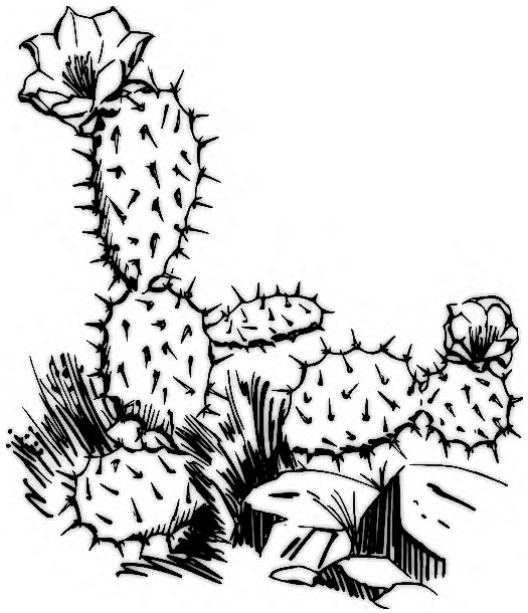
The spell is effective in sandy, dusty or snow covered environments. The material component for this spell is a small palm frond.

Camouflage

Type: Arcane Illusion/Phantasm

Level: Magic-User 2
Range: 0
Duration: 1 turn/level
Area of Effect: 10'x10' /level
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

By means of this spell the mage camouflages an area in accordance with the surrounding landscape. The spell was crafted for the desert so will only work in an environment of relative uniformity (desert, sea, grassy plains, snowscape, etc.). All within the area of effect will count as being invisible at a range of ≥100'provided they remain relatively stationary, (no walking or gross movements. Subtle movements like spell casting and talking won't break the camouflage). Within 100' observers will see through the spell on a successful INT check, (check every 20)', +4 penalty at 100', +3 penalty at 80', +2 penalty at 60', +1 penalty at 40'. Within 20' the camouflage is useless.



Create Water

Reversible
Type: Transmutation/Alteration
Level: Magic-User 2
Range: 10'
Duration: Instantaneous (permanent)
Area of Effect: Up to 30 cubic feet
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell is identical to the 1st level cleric spell *Create Water*.

Protection from the Elements

Type: Abjuration
Level: Magic-User 2
Range: 0
Duration: 1 hour/level
Area of Effect: touch
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

This spell was designed to protect the recipient from the harsh desert environment. High temperature, low humidity, and sun burn are all reduced to perfect comfort levels for the recipient whilst the spell remains in effect. This spell works equally well in cold desert environments and snowscapes.

Whilst the spell confers no benefit for magical fire/cold attacks, the recipient will take half damage, (save for 1/4) against normal fire/cold damage. The material component for this spell is a piece of lizard skin.

Sand Walk

Type: Transmutation/Alteration
Level: Magic-User 2
Range: N/A
Duration: 6 turns/level
Area of Effect: see below
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell enables the caster to move across a desert surface at great speed, as if he/she were riding a camel on normal hard flat ground. Base movement rate will be 210'/round. Encumbrance penalties scale as per normal.

The caster's feet are immune to heat damage from the sand even if walking barefoot, hence the term 'sandwalkers' to denote the barefoot magi in the lands of the south.

This spell only works on a sandy or dusty surface. Once the caster crosses into a town or non-desert type terrain, movement levels drop to normal for that surface type.

The material component is a sample of camel dung which is rubbed on the base of the caster's shoes, or feet if walking barefoot.

Protection from the Elements 10' Radius

Type: Abjuration
Level: Magic-User 3
Range: 0

Duration: 4 turns + 1 turn/level
Area of Effect: 10' radius
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

As the *Protection from Elements* spell, except covering a 10' radius around the caster. The material component for this spell is a piece of lizard skin.

Sandblast

Type: Arcane Evocation
Level: Magic-User 3
Range: 10' + 2'/level
Duration: Instantaneous
Area of Effect: Cone 10' long + 2'/level, 1' radius at base/level
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Half

This spell sends forth a high pressure blast of conjured sand which will strip the flesh of any living creature in its area of effect (1d6 damage/caster level, save for half). Beings with AC4 or better (natural or armoured without Dex bonus), take half damage save for 1/4.

10 litres of sand per caster level will be conjured, which will lay strewn on the ground after the spell's completion for 1d4 hours before dissipating into nothingness.

The material component for this spell is a handful of sand which is then blown in the direction of the target.

Protection from Lightning

Type: Abjuration
Level: Magic-User 4
Range: Touch
Duration: See below
Area of Effect: One creature
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

This spell is identical to the 4th level druid spell of the same name.

Sidewinder

Type: Conjuration/Summoning
Level: Magic-User 4
Range: 12"
Duration: 2 rounds + 1round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

This spell requires the shed skin of a desert rattlesnake or horned adder, which the caster imbues with arcane life before directing it to attack an enemy within range. The sidewinder moves with a bizarre sideways locomotion at supernaturally high speed (MV:20") and attacks as a 4HD monster. In all other regards, the sidewinder appears as a regular snake: [AC:6, #ATT:1, DMG:1]. Any bitten must save versus poison or die due to its potent venom.

The sidewinder can sustain damage equal to the caster's starting hit points before it's life force dissipates, leaving the snake skin behind.

Sand Pit

Type: Transmutation/Alteration
Level: Magic-User 5
Range: 160'
Duration: 1 turn/level
Area of Effect: 20 square feet/caster level
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

This spell turns the area of effect into a dangerous pit of sinking sand which extends to a depth of 20 feet. Creatures caught in the AoE must make a Strength check once per round. Failure indicates that they have sunk beneath the surface, sinking at a rate of 5' per round. Submerged creatures can survive for at least as long as they can hold their breath (normal drowning rules apply). A nearby companion may be able to help a companion by extending a pole, rope, or branch that the victim can grab to help pull himself out. Provided strength checks are successful, creatures can make their way along the surface at 1" per round in an attempt to get to safety. At the spell's completion the sand reverts to regular non-sinking sand. Creatures trapped will remain buried unless dug free.

The material components for this spell are a mouthful of water and a sprinkle of sand, which the caster mixes in his/her mouth before spitting in the desired direction of the spell.

Oasis

Type: Alteration/Conjuration
Level: Magic-User 7
Range: 1"
Duration: 1 hour/level

Area of Effect: 200 square feet/level
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell creates a beautiful oasis replete with palm, date, and assorted fruit trees, ferns, fresh water lagoons and bubbling brooks. The oasis can provide delicious food and clean water enough for 1 person/caster level.

The oasis provides shelter from the elements for the duration of the spell. All save the most severe natural storms will be protected against, and in this case damage will be mitigated. Light strength sandstorms are protected against, although the spell affords no protection to severe sandstorms.

At the completion of the spell the oasis disappears, as does any food or drink that has been removed. Food and drink that has already been eaten/imbibed provides sustenance as per normal.

The material components for this spell are a date, palm frond, and a drop of water.

Call of the Dragon

Type: Arcane Conjuration/Summoning
Level: Magic User 9
Range: 90'
Duration: 8 rounds + 1 round/level
Area of Effect: Summoned creatures
Components: V, S, M
Casting Time: 9 segments
Saving Throw: None

This spell functions in the same manner as *Monster Summoning I* but summons 1 old blue dragon (8HD, spell casting probability to be determined as per normal).

Greater Oasis

Type: Alteration/Conjuration
Level: Magic-User 9
Range: 1"
Duration: 2 hours/level
Area of Effect: 200 square feet /level
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

As the 7th level *Oasis* spell, except food/water are provided for 2 persons/caster level, and the spell has a longer duration.

Increased protection from the elements is also provided by the greater oasis, in the form of heavy carpeted pegged tents. These tents are in turn sheltered by stout trees resulting in total protection from all natural storms including sandstorms.

In addition to the material components listed for *Oasis*, *Greater Oasis* requires a 4 inch square of silken tapestry interlaced with golden thread and minor gems (total value 100gp).

Husk

Type: Transmutation/Alteration
Level: Magic-User 9
Range: touch
Duration: Instantaneous
Area of Effect: see below
Components: V, S
Casting Time: 1 segment
Saving Throw: Negates

By means of the spell the caster instantly destroys all moisture in a single creature, resulting in the victim withering into a desiccated husk. Creatures of less than 10 HD are killed no save, whilst creatures of 11HD or greater can save versus magic to avoid death (note, a 'to hit' roll is required in all cases). In the event of a successful save, the creature still suffers 1hp damage/caster level due to the massive dehydration induced by the spell.

Non-living or non-organic creatures such as undead, golems, constructs etc. are immune to the spell's effects.

Sand Storm

Type: Evocation
Level: Magic-User 9
Range: 10'/level
Duration: 1 turn/3 levels
Area of Effect: 10" + 1"/level radius
Components: V, S, M
Casting Time: 1 turn
Saving Throw: See below

This spell creates a devastating sandstorm within the AoE. Structures will be damaged according to the tornado damage to structures table (p.24 *Wilderness Survival Guide* [WSG]).

Creatures caught within the sandstorm may suffer damage from the scouring sands. Damage per round is indicated in the following table. **Note:** Do not include dexterity bonuses when determining AC for this purpose.

Armor Class	Damage/Round
8 to 10	1d8
5 to 7	1d6
3 to 4	1d4
2 or less	none

Creatures able to find fixed shelter will also be immune to this damage, although wind speeds are sufficient to prevent cloaks and blankets from providing meaningful cover. In addition, creatures will be subject to the potential blinding and suffocating effects as detailed on p.23 *WSG*.

Unblinded creatures' visibility is reduced to 20 yards in daylight, and 5 yards at night (moonlight cannot penetrate the thick sandstorm), and movement rate within the sandstorm is reduced to 1/3 normal rate during daylight and 1/8 normal rate at night.

There will also be potential damage from flying debris starting on the third round of the spells effect. All creatures must make a successful saving throw versus spells per round, or take 4d6 damage from colliding debris. This effect will not occur in the open desert where there are no rocks or structures. Flying creatures caught in the AoE are immediately grounded.

For this spell to be cast there must be enough sand present in the AoE to create the sandstorm. In practical terms, this means the caster must be in a desert or in the vicinity of a large beach for the spell to work. In a reduced sand location like a small beach, the spell will still operate but the AoE will be commensurately reduced.

Tactical Magic:
Creating Sub-Classes – The Enchanter

by Ian Slater

"You can't cast FIREBALL?" Innendir the Thrice Damned shook his head; he was tempted to run the new sorcerer through with his two-handed sword - what use was a magician without fire?

Dohnshil the Dastardly, wizard of note, sighed and smiled. How many times had he been asked this question?

"No, no I can't."

"Our last wizard was smarter."

"Your last wizard is dead, not so smart after all."

Innendir started a response, then smiled and laughed. "So what can you do then?"

Dohnshil looked back at the castle behind them. He had toured the party's home base for an hour that morning - they insisted on showing every nook and cranny of the place.

They were probably trying to impress him.

Dohnshil reached into a pouch and took out a small, white pearl. He held it against his left ear and repeated the words, "hallani szerte" to himself; first it was almost a shout, then slightly quieter, then quieter still, until after about a half minute or so of chanting Dohnshil stopped.

He spoke in a low voice,

"Kalnak sleeps in his room in the West wing, his snoring sounds much like a raging river in spring, Oddkol sings a Perrenland favorite, 'Bring your Orc-Baby Back to me' in a strong alto, in the kitchen your maid is likely churning butter while praying to Obad-hai, under your drawbridge what sounds from the cursing to be several kobolds dangle and swing from the bottom of the drawbridge, splashing the water and … spitting I think."

He offered the pearl to the Fighter Lord, who put it in his ear, smiled widely, and said in a voice resonant and firm, "You and I have much to talk about …"

The Enchanter

A while back I decided I wanted to create sub-classes of magic-user much like the illusionist. 2E does this with specialization, but I wanted an *AD&D* version. I have created two specialist sub-classes so far, the necromancer and the conjuror. One of my players recently asked to have an "enchanter", someone who specialized in mental magic, and I'm going to go through the process here so you can do the same for the other sub-classes for each category of magic. You could thus have an Evoker, a Necromancer, an Abjurer, etc. You can also mix and match a bit (as you must due to spell scarcity) and have, say, a "ghost" mage, e.g., one that specializes in alteration and illusion magic, to transform himself and conceal himself, a mage that wanted anonymity …

In terms of the existing categories, I call the sub-class an Enchanter, but they're understood as one that specializes in mental magic, befuddling the mind, tapping the mind, etc.

The basic mechanisms for the creation of a magic-user subclass are as follows:

1. Spells allowed or restricted by school, the exception being some "stock" spells that any MU must have, no matter what the school, e.g., read magic, dispel magic, etc.
2. Extra spells from other classes.
3. New spells to supplement the list. Stock spells, and new spells are both necessary, as restricting by school leaves too few spells available to the new class.
4. Some bonus to casting for the spells from their primary school. For necromancers the bonus was that they formed a pact with some powerful being in return for necromantic power; for conjurors they cast all conjuration spells as if they are 2 levels higher.
5. A 10% "to know" bonus on spells from their primary school.

Spells Restricted by School

The first challenge when creating a sub-class is that the differing schools of magic are not equally represented in the PHB; by type there are the following spells:

- 13 Abjuration
- 32 Conjuration
- 34 Evocation
- 16 Enchantment/charm
- 4 Necromantic
- 15 Illusion
- 11 Divination
- 78 Alteration

The most obvious choice for an enchanter would be enchantment/charm spells, but there are only 16 of those, so in this case I included illusion spells and divination spells, both of which are associated with the mind and mental magic. That gave a total of 42 spells available to the class, of 203 in the PHB.

That's pretty thin, so I have added some homebrew spells to flesh things out, particularly at higher levels. I like that this encourages players to develop their own spells.

Need More Spells

I drew upon applicable spells from other classes to flesh out the list. Looking at the druid and cleric enchantment/charm, illusion, and divination spells, I added fifteen (15) to the Enchanter's list. These spells are marked in *italics* in the *Enchanter Spell List* (see below).

Then I created twenty-two (22) new spells to expand the enchanter's list; these are marked in **boldface** in the *Enchanter Spell List*. This brings the total spell count up to seventy-nine (79) spells. In comparison the Illusionist has sixty-six (66) spells. Each DM decides for themselves if these spells are in general circulation or if they are rare like named spells mentioned in the DMG.

The new spells are described in this issue's article *Spell Caster's Paradise: Enchanter Spells*.

Bonus to Casting

For necromancers the "bonus" they get is found in a pact made with a more powerful being and a token they use for casting, while for the conjuror the bonus is that they cast all conjuration spells as if 2 levels higher. For the enchanter, I took my inspiration from a passage from the DMG:

"If some further rationale is needed to explain saving throws versus magic, here is one way of looking at it. Magical power is energy from another plane channeled through this one by the use of certain prescribed formulae. The magic obeys (or disobeys) the magic-user because he or she controls and constrains it by a combination of the formulae and willpower. As magic-users advance in level, their willpower increases through practice, and so does their control. Inherently magical creatures exercise such control instinctively. A character under magical attack is in a stress situation, and his or her own will force reacts instinctively to protect the character by slightly altering the effects of the magical assault. This protection takes a slightly different form for each class of character. Magic-users understand spells, even on an unconscious level, and are able to slightly tamper with one so as to render it ineffective." - DMG pg 81

The passage implies that the magic-user can use his willpower to impact magic used against them; since this sub-class is an "enchanter" that specializes in mind magic, it makes sense to me that the bonus for this class is that they save against enchantment/charm, illusion and divination spells at +1 per 2 levels of experience (e.g., +1 at 1st, +2 at 3rd, etc.), and any mental spells they cast are saved at a penalty of -1 per 3 levels of experience (e.g. -1 at 1st, -2 at 4th, etc.) of the caster, both to a max of +/- 5. Through sheer willpower they can influence enchantment and mental magic.

Conclusions

It is important to remember in all of this what the specialist is giving up. In exchange for 15 spells from other classes, 22 homebrew spells, and the +/- modifier on mental spell saves, the enchanter gives up approximately 130 magic-user spells. Also, if you run spells BTB, the enchanter will find far fewer spells on scrolls and in books than regular magic-users. That's a significant reduction in power, so I think the additions balance it out. If you think otherwise you could beef up the additions (increase the save penalty/bonus, add more powerful spells …)

One of the possible "flavor" implications of this sub-class process is that the sub-classes represent a NEW development, magic-users specializing in a smaller number of spells of a particular kind starting to create specialized schools to capture synergies and discover

new powers. This could also be a re-discovery of ancient knowledge taking on a new form. In either case the sub-classes rely on some degree of spell research on your part, and later spell research on the character's part, to fill out the lists. I like this idea of new specialized schools researching new spells actively.

The good news is that even if you have no desire to home-brew spells, there are ample sources of new spells available to anyone who is interested at sites like DF and in the very pages of *&*, so if you and your player both have no desire to home-brew spells, simply locate enchantment/charm, illusion and divination spells (sources like the Great Net Spell Book also come to mind) and add them accordingly.

One last point, I was tempted to port over a number of illusionist spells to the sub-class, but I restricted myself to the magic-user spells that were classified as "illusion/phantasm". The main reason for this is that otherwise the enchanter specialist would have had a significant overlap with the illusionist, which defeats the point of all this. However, it would always be possible to cherry-pick a few spells from the illusionist list if desired (spells like hypnotism come to mind) if you felt that the class should have more representation in this area.

The complete spell list and new spell descriptions follow.

Enchanter Spell List

Spells in **BOLD** are home brew, while spells in *ITALICS* are from other classes. The following abbreviations are used:

- MU – Magic-User
- C – Cleric
- D – Druid
- I – Illusionist

Note that in a few cases a normal MU spell is a different level for the Enchanter. Again, note that the home brew spells are in the *Spell Caster's Paradise: Enchanter Spells* column.

1st Level

Animal Friendship [DR 1]
Charm Person
Command
Detect Evil [MU 2]
Detect Magic
Friends
Identify
Nystul's Magic Aura
Pass Without Trace
Read Magic
Sleep
Taunt
The Artful Eyes of the Sharper (reversible)
Tungen's Way of the Ward (also I1)
Ventriloquism
Write

2nd Level

Audible Glamer
Augury
Charm Person or Mammal
Detect Charm
Detect Invisibility
ESP
Find Traps
Forget
Hold Person [MU 3]
Invisibility
Know Alignment
Leomund's Trap
Locate Object
Mirror Image
Ray of Enfeeblement
Scare
Snake Charm

3rd Level

Clairaudience
Clairvoyance
Dispel Magic
Fonreaver's Ambient Awareness
Hold Animal
Invisibility 10' Radius
Joonquith the Regal's Subtle Rebellion
Locate Object
Phantasmal force
Suggestion
The War Drums of Konnigut the Damned

4th Level

Charm Monster
Confusion
Detect Lie
Divination
Fear
Fire Charm
Fumble
Hold Plant

Keenal's Rapid Retention
Magic Mirror
Massmorph

5th Level
Contact Other Plane
Dolor
Farranthir the Vain's Pilfered Proficiency
Feeblemind
Hold Monster
Leomund's Lamentable Belabourment
Magic Jar
Rittigan's Cunning Cutpurse
The Overbearing Enchantment of Mohrn the Mad
True Seeing
Udar's Puzzling Enchantment

6th Level
Bormen Catsgill's Cacaphony of Rhythm
Cinnel Pan's Collective Mnemonic Abandonment
Eyebite
Geas
Hoonisor's Second Mind
Legend Lore
Project Image
Torgintaller's Remarkable Memory Box

7th Level
Charm Plants
Konnigut's Zampona of the Absent
Mass Invisibility
Sequester
Simulacrum
The Omniaudial Receptor of Taun-Tar the Haunted
The Subtle Audion of Rinn Tavos
Truename
Usi's Resplendant Panopticon

8th Level
Antipathy/Sympathy
Demand
Mass Charm
Maze
Minneath's Mighty Arm
Otto's Irresistible Dance
Trap the Soul

9th Level
Gallenghar's Unending Ensorcelment
Heiron's Mantle of the Divine
The Baffling Acquisition of Inneal the Cruel

Bow of Doubling

Bows of this type are quite rare -- when an arrow is nocked and fired, two arrows fly at the target. The bowman rolls to hit for the normal arrow; if it hits the evoked arrow hits as well. If the normal arrow misses the bowman rolls again for the evoked arrow. Note that the bowman may fire at only one target, and that the original arrow has normal chances to be recovered although the evoked arrow always breaks.

The bow imparts +1 to hit and damage on both the original and created arrow. If the original arrow is magical the +1 stacks with its bonuses, but the created arrow is always of +1 value.

Stories of bows with stronger magic circulate, but none has been reliably confirmed.

GP value 7,000; XP value 600

Bow of Extension

This bow appears to be just the grip of a long or short bow, with but 3 inches of bow extending above and below the grip. Examination proves the bow is not broken -- the ends are smooth and polished. When gripped and a command word is spoken the ends elongate to full size and a bowstring appears. The bow remains full size until another command word is spoken, which reduces it to its shortened size.

60% of these bows are +1 to-hit and damage, 30% are +2, and 10% are +3.

Note that 75% of these bows are long bows, while the remainder are short bows.

GP value 7,000; XP value 600

by Bryan Fazekas

The Brewmaster:
Lagers and Taverns and Bars, Oh My!

by Timothy Connolly

Do your tabletop RPG sessions include enough watering holes? If you answered "Yes", go ahead and award yourself 500 bonus XP. Are the watering holes described well enough for the players at the table? If you answered "Yes" again, award yourself another 1,000 bonus XP.

Colorful watering holes are a crucial stitch in the tapestry of the more memorable D&D tales. When presented well enough, colorful watering holes will become places which your players will want to visit, time and time again.

When designing such establishments here are some questions in need of answers:

Target Demographic

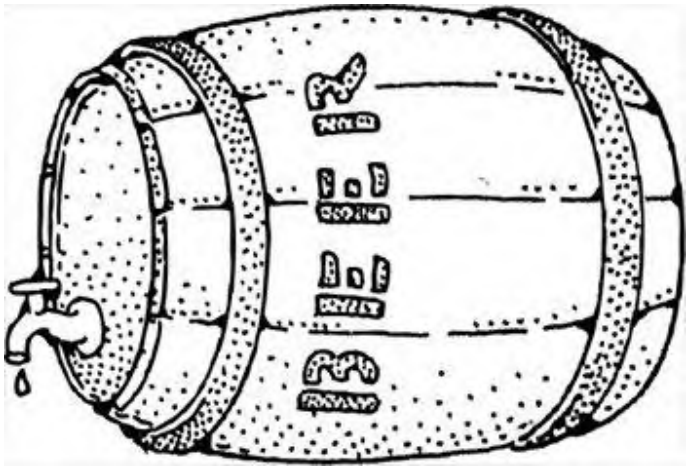
- Who meets here - upper class, working class, other?
- Which races does this establishment cater to? All races?

Signs

- What does the sign above the door say? What does it look like? What color is it? What is it made of?
- Is there a "sandwich board" sign outside, listing drink specials and such?
- Is there a marquee, listing today's main event and/or upcoming attractions?
- Is there a menu sign on the wall inside? If so, what does it say?

Décor

- Does the place appear to be new? Old? In between? Rundown? Rustic? Quaint?
- What is the predominant color of the establishment's interior design?
- Is there any taxidermy on the walls, a la hunters' trophies and such? What kinds are they?
- What curios hang from the ceiling?
- What is on the wall behind the bar?



Entertainment, Gimmicks, Mascots, Novelties, Promotions

- Is there a bard? What race is he or she? What is his or her preferred musical instrument?
- Is there a bell which the barkeep rings every time someone buys a round of drinks for everyone in the place?
- Is there a person at the main entrance wearing a costume which reflects the name of the establishment, who merrily greets people as they arrive?
- Is there a "catch phrase" which all of the patrons shout in unison during birthday celebrations?
- Is there a bushel of fresh-picked apples from a nearby orchard, with a limit of 2 per customer?
- Which games are popular here? See our Brewmaster article in & magazine issue #11 for suggestions.

Security

- How does the establishment reckon with unruly patrons? Is there a bouncer? Is there a holding cell?

Surroundings

- What part of town is the watering hole found in? What is next door? What is behind the establishment? What is the nearest competition?

Potent Potables

- What is served here - ales, beers, grogs, lagers, liquors, meads, pilsners, stouts, wines? How is it stored - barrels, casks, other?
- How is it served - cups, flagons, mugs, shot glasses, yard glasses, other?
- What is the price range - copper, silver, electrum, gold, platinum?
- What is the strongest beverage served here? What are its effects on the imbiber, in the event of a failed CON check?
- What colors are the beverages? Are they fizzy? Are they bubbly? Are they odoriferous?

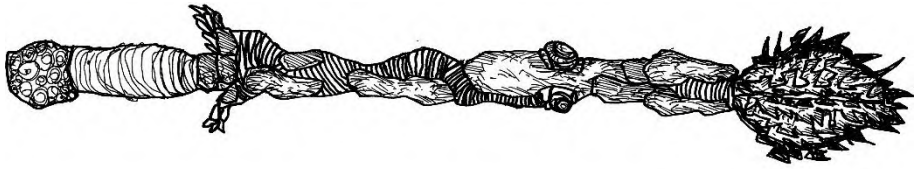
Barkeep

- What is the barkeep's name?
- What does he or she look like?
- What is his or her personality?
- What is his or her weapon of choice behind the bar, just in case?

Patrons

- How many are there?
- What do they look like?
- What are they doing?
- What is their mood?
- What is their reaction towards the PCs?

Congratulations! You are now well on your way to having your watering holes be the best that they can be. Remember to be generous with details for your players, while safeguarding some of the details at first. Encourage players to snoop around a bit, while rewarding the more diligent snoopers with more details. Details can be determined at random any number of ways, but it is best to steer clear of leaning too heavily on random tables. For a watering hole to truly achieve colorful/memorable status, it is best if the designer creates it from whole cloth, and answers all of the questions above. At the very least, this kind of worthwhile mental carpentry is a rewarding writing exercise that lights up the right side of your brain like a fireworks display.



Bardic Chain Mail

This chain mail is a form of Elfin chain mail, produced specifically for bards by the elves. Nearly all is sized for humans, with the remainder for half-elves. As with other forms of Elfin chain mail, the links are impossibly light, yet strong.

When worn by anyone other than a bard, this magical chain mail is of +1 value. When a bard dons it, the protection increases to +5. A bard may cast spells while wearing the armor, and it is so light that thieving skills are not penalized. In fact, the bard's *Move Silently* skill is improved by 10%.

GP value 30,000; XP value 5,000

by Bryan Fazekas

Arrow, Boomerang

This cursed arrow appears to be a typical magic arrow, and all tests indicate the arrow is of +1 to +4 value. However, this arrow will never hit its intended target, but will fly in a 30' arc, returning to strike the one who cast it. The character must roll to hit vs. himself, with all applicable bonuses, and if it hits the arrow will inflict normal damage. A single arrow of this type is normally found, and will be mixed with other magical arrows.

Note that 1% of these arrows are actually a **Boomerang Arrow of Fireballs** or **Lightning**. Upon impact the arrow will inflict 6d6 hp of *Fireball* or *Lightning Bolt* damage, as per the magic user spells.

GP value 120; XP value nil

by Bryan Fazekas

Hex Crawls:
Davendowns, Criskford, & Whitebay Regions

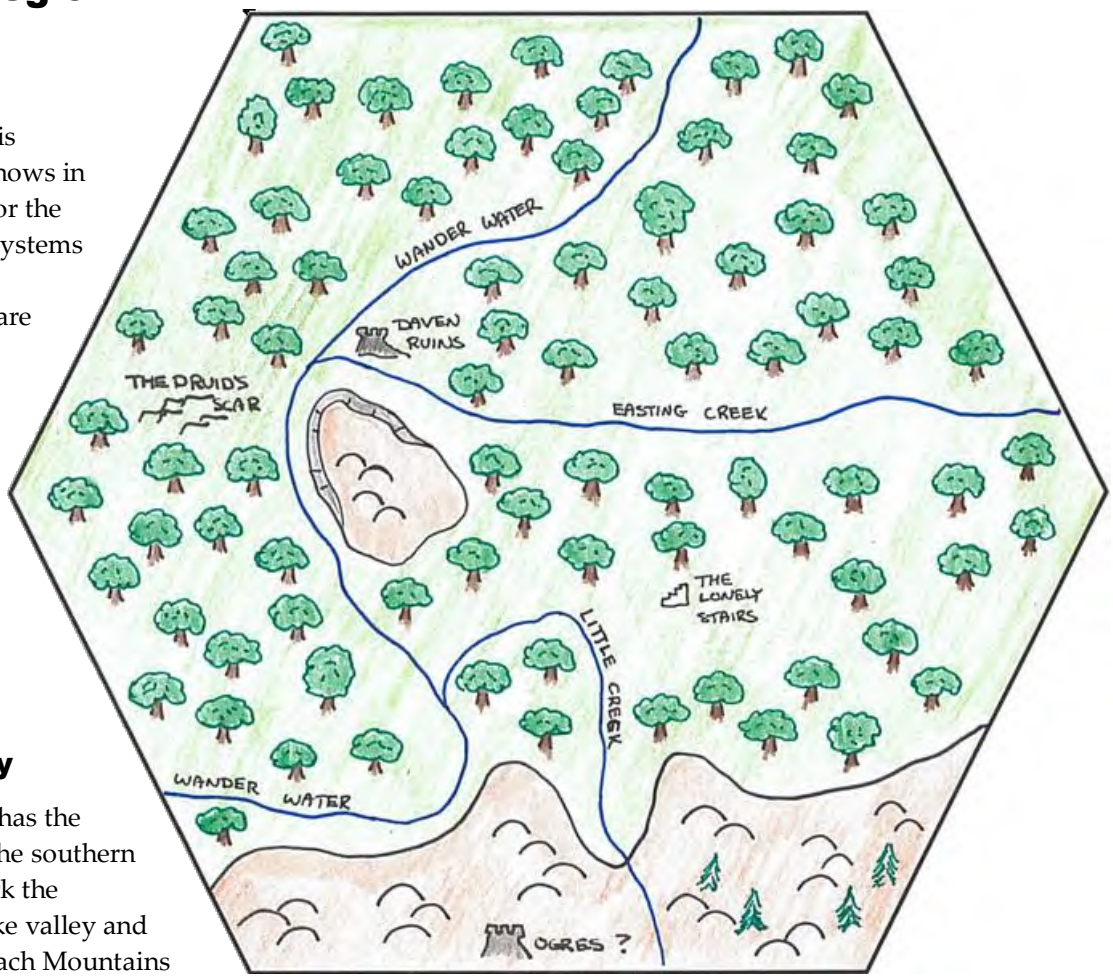
by Andrew Hamilton

What is a "hex crawl"? It is a section of terrain, a hexogonal area 24 miles (38.6 km) across. Taken from the author's campaign world, each hex crawl is fleshed out to give a dungeon master a starting point. Climate, topography, flora, fauna, inhabitants, and features of interest are noted.

What isn't included? NPCs, monsters, encounters. Each hex has background fleshed out, giving the DM a place to start and (hopefully) some inspiration to produce scenarios that fit their world view far better than someone else's generic encounter.

scale: 24 mile hex

Davendowns Region



Climate

The Davendowns region is temperate, with deeper snows in the winter than is usual for the area, a result of weather systems "piling up" against the southern foothills. There are predictable and plentiful rains in the late spring and early summer and a dry autumn. The northern forests are 3,100 to 3,000 feet above sea level, while the southern foothills rise up to nearly 4,000 feet above sea level.

Terrain/Topography

The Davendowns region has the southern foothills along the southern boundary; these hills mark the transition between the lake valley and the mountains (the Skyreach Mountains along the southern wall of the valley). The main watercourse in the region is the Wanderwater (flowing in from the north and exiting in the west), a small river 20' to 30' wide and 5 to 10' deep (larger in the west than in the north). The Wanderwater is clear with a gravelly bottom upstream of the confluence with Easting Creek, after that confluence the flow slows, and the water picks up some sediment and the bottom changes to mud.

Easring Creek is small, less than 15' wide and rarely deeper than 5', with some pools that are up to 15' deep (often beaver ponds). Little Creek, which drains from the foothills, is about 15 to 20' wide and 3' to 5' deep. In the depths of winter Little Creek's flow slows to a bare trickle.

The only other geographic feature of note is Davenridge, an escarpment and crest of hills directly south of the

confluence of the Wanderwater and Easting Creek and the Daven Ruins. The escarpment is 30'' to 400' high, and the hills are similar to the foothills, although there is much more exposed bedrock outcroppings and some caves in the limestone.

Flora

The West Davendowns are forested, primarily hardwood forests in the north (oak, maple, aspen, with birch, willows and alder along the watercourses. The forests extend up into the foothills, although they transition to coniferous (pine and spruce) forests in the higher elevations (with aspen and birch being found in the coulees).

Fauna

The ever-present Lakelands deer are found across the Davendowns, with moose frequenting the ponds and rivers and elk being found in the foothills. Small game (rabbits, pheasant, grouse) is also quite common, and beavers are common south of the Wanderwater, and giant beavers have been encountered along Easting Creek. Wolf packs hunt the hills and forests, and mountain lions and bears (black and grizzly) are also encountered in the region. Owlbears are distressingly common around Davenridge and the Daven ruins.

Land Use

The Davendowns are wilderness, although the Daven ruins are a magnet for adventurers of all types, as well as for bandits that attempt to prey on adventurers. In fact, the presence of the ruins is a wild card, and all kinds of adventurers, explorers, or monsters have been encountered here. Travelers are urged to be cautious, as little is what is seems to be in the vicinity of the Daven ruins.

Inhabitants

Ogres are commonly encountered in the foothills, and the rangers in the region assume that some type of ogre stronghold must exist along the southern boundary of the region (although it has never been discovered). Otherwise bandits, a few adventurers, and the odd gnoll or bugbear band, can be found in the area, despite the common belief that the Davendowns are uninhabited. The bugbears in the region are often found lairing in the caves on the Davenridge.

Communities and Economy

None, other than supporting a booming "adventuring" community during the summer and early fall.

Features of Note

Daven Ruins - a crumbled castle in the centre of a ruined city, far larger than anything in the Lakelands today. Seasoned explorers and adventurers estimate that at its height, Daven must have been home to 50 or 60 thousand residents. Castle Daven itself is a massive structure, perhaps not as large as the castle in the King's City, but easily one of the largest three or four castles in lands surrounding the Lakelands. Adventurers are drawn to the ruins to seek treasure, particularly given that Daven itself was built upon older ruins, which in turn were built upon older ruins.

Daven apparently fell during the Shattering, and there is evidence of warfare in the streets. No one is certain as to who the enemy was, even the elves that were alive during the Shattering. Daven appeared to have fallen in a matter of days, not weeks, and there were no survivors (according to legend). Adventurers have fought undead, automatons, natural and unnatural predators (spiders, beetles, striges, owlbears, etc. – the type of monsters that like to lair in ruins). In the catacombs beneath the ruins all kind of bizarre monsters have been encountered. Most dangerous of all are the adventurers, and during adventuring season there are often three to six adventuring parties camped in or near the ruins.

Druid's Scar - A burned out location with little left other than partially burned trees, ash and mud, with bits of rock poking up through the bleached soil. This location received its name as it is the place where a druid summoned a wolf pack, a storm and lightning and proceeded to wipe out a large band of mercenaries and adventurers about 30 years ago. The druid sacrificed himself and nearly 3 square miles of wilderness in the process, apparently feeling a great urgency to prevent the mercenaries from obtaining or doing something. The wolves (who seem unnaturally smart and tough) are still there prowling the edges of the Scar, watching intruders, but not harming them (although they have sought to chase off groups at times, but prefer to menace and not attack). They seem to be guarding or watching something.

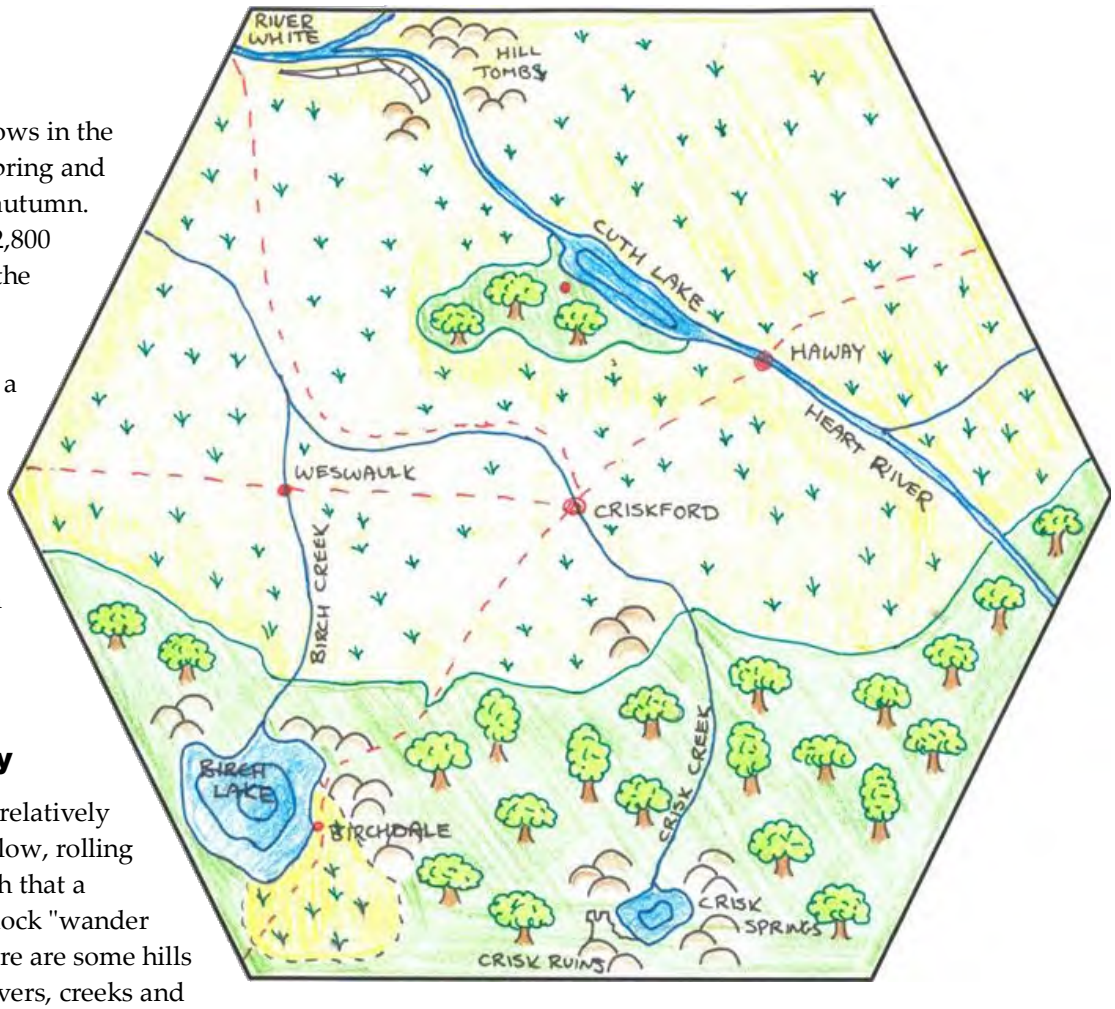
Ogre Fortress – Anyone who spends much time in the southern foothills will eventually have the misfortune to encounter an ogre hunting party or war party. These encounters are so common that everyone is certain that

some type of ogre stronghold or fortress must be nearby; however no one has ever found it. These ogres seem to be a little more intelligent, organized and civilized than the norm. They wear scale or brigandine armor, have helmets and shields, and use bows as well as melee weapons. They don't always react violently to intruders (sometimes parleying and asking for information, and they love owlbear flesh and are interested in any owlbear sightings) but if accosted they respond with deadly force. Worse, as many an unfortunate adventurer has learned, the ogres are often accompanied by shamans, making them a tougher encounter than the norm.

The Lonely Stairs – An odd and mysterious feature, this staircase rises up out of the forest floor. The architecture and curve of the stairs leads many to believe that it is the fragment of a ruined tower; however, no amount of searching has ever uncovered a foundation of other evidence of such ruins. The stairs do radiate magic, and seem nigh indestructible, resisting blows from pick axes and magical swords. Adventurers have gone missing here, and all sorts of rumors abound. The stairs are part of a magical tower that only appears one night a year; the stairs lead to a gate that transports the climber to a faerie realm, a tower across the world, an extra-dimensional space; the stairs are a "joke" played long ago be a hierophant druid; the stairs are the last remnants of an arch-mage's tower and the tower was disintegrated when Daven fell, etc. Many a charlatan has sold "the secret" of the stairs to adventurers. so many adventuring parties hae trekked here.

Davenridge – this outcropping of hills is characterized by many caves (it is limestone). These caves are often home to monsters (bugbears, owlbears, as well as more "animalistic" monsters like giant lizards, giant spiders, giant bats, cave bears, etc.). Some of the caves definitely have deeper connections (and are inhabited by odd creatures like hook horrors, slimes and molds, cloakers, etc.) and there are even rumors (from unreliable sources like adventurers) that the caves connect with the catacombs under the Daven ruins.

Criskford Region



Climate

Temperate, with deep snows in the winter, rains in the late spring and early summer and a dry autumn. The southern forests are 2,800 feet above sea level (and the topography and altitude remains level across the north of the region), with a slight grade to the west (the western boundary is 2,700' asl). The scattered hills rise a little above the surrounding terrain, with maximum elevations of 2,900' asl.

Terrain/Topography

The Criskford region is a relatively level plain, there is some low, rolling terrain, but it's flat enough that a shepherd can watch his flock "wander off for a day or four". There are some hills to the south, and many rivers, creeks and streams flow into or from the three lakes in the region.

The River White is a 60' wide and about 15' deep where it flows into the region, but after the Heart River flows into it, the River White becomes a massive slow flowing river; 100' to 115' wide and 20 to 30' deep.

The Heart River (70' wide by 15 to 20' deep) flows through Cuth Lake (50' deep at the deepest) and joins with the River White in the north-west of the Criskford Region. Sedge's Creek (40' wide by 10 to 12' deep) flows into the region from the east, and joins with the Heart River upstream of the village of Haway.

Birch Lake is a shallow (30 to 40' deep) spring fed lake, with a few small creeks flowing in from the hills on its northern and eastern shores. It is drained by Birch Creek (about 10 to 15' wide and 5' deep, with a few deeper channels of 8 to 10' depth). Birch Creek flows north through the village of Weswaulk.

Crisk Springs is the smallest of the region's lakes (only 20 to 30' deep), also spring fed. It is drained by the Crisk Creek (a small creek 10 to 15' wide and 5' deep, often freezing solid in the winters), which flows through Criskford and merges with Birch Creek north of Weswaulk.

The hills in the region are low, gently rolling; few rising more than 50' above the local landscape. They are of little use to farmers, but the shepherds often take shelter in the hills (seeking shade or a windbreak, depending upon the weather).

Flora

The northern portion of the Criskford region is tall grass prairie, and large portions of the lands around the communities is cultivated, with orderly farms separated by hedgerows and stone fences. There are a few small copses and thickets of trees (primarily aspen, with some oak and maple) scattered about the prairie, usually around sloughs. These are shorter forests, and are open, airy places; woodcutters ensure that deadfall bundled as firewood and the ongoing harvest of trees has thinned the forests.

In the south, there are hardwood forests (oak, maple, aspen), and birch, willows and alder can be found along the banks of all the watercourses and water bodies. The low, rolling hills in the south are covered by the same hardwood forest, just as the hills in the prairies (also low and gently rolling) are covered in tall grasses.

Fauna

Deer are the most common large fauna in the region and a few wild boars can be found in the fringes, although the amount of land broken to the plough and under cultivation, not to mention the number of hungry farmers, keeps the population of large game animals quite low. Most hunters are lucky to find rabbits, waterfowl or game birds, let along deer. Predators such as wolves and great cats are quickly hunted down, as there are standing bounties on such "dangerous" beasts.

Land Use

The Criskford region is heavily settled, and the majority of the land here is cultivated or used in some form of agriculture or production. There are a few wilderness patches to the north-west and southern boundaries of the region, as well as the Preserves, a forest maintained by the Relhards as their personal hunting preserve.

Inhabitants

Other than the human inhabitants of Criskford and its three outlying village-holds, there are no permanent populations of humans, demi-humans or humanoids in the Criskford region. Elves and dwarves are unwelcome here, and halflings find Criskford to be too stern a place for them. However, the strong military and regular patrols serve to keep the region safe, and any human or humanoid brigands that ply their trade here are quickly killed or chased off.

Communities and Economy

This region is fairly densely populated, at least as far as The Lakelands are concerned. The town of Criskford (population of just over 1,200 souls) is the 2nd largest community in the Lakelands (behind Mistmoor). The village of Haway (population 350) is the second largest of the region's communities; and Weswaulk (population 250) and Birchdale (population 230) are small farming villages.

Features of Note

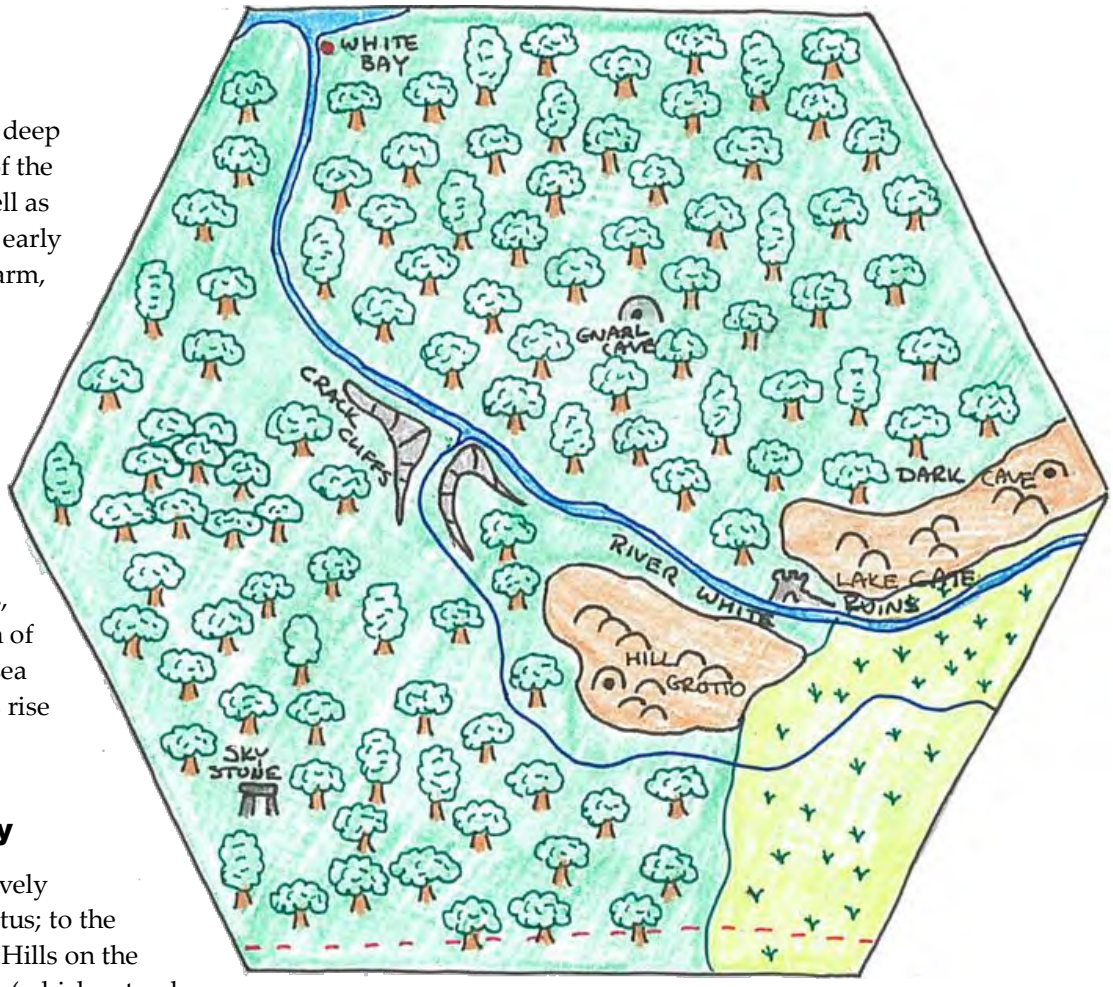
Being the most heavily settled and cultivated region of the Lakelands, Criskford and its surroundings have little in the way of "adventuring" sites. Regular armed patrols of heavy cavalry can be found on the roads, and they actively discourage banditry and adventuring.

Hill Tombs – The Hill Tombs (the name of the hills and the tombs that can be found scattered about the hills) are avoided on general principle (although it is rumored that ghosts walk here on moonless nights). A few old tombs have been opened and explored ("robbed"), and a little silver and gold was found (along with traps and some monsters). The tombs seem to date back to before the time of Three Kingdoms.

Crisk Ruins – once known as Castle Crisk, this fortification was once the Relhard family's seat of power, until it was destroyed seven generations ago by an alliance of other villages in response to Relhardian attempts to extend their rule over their Lakelands neighbors. The ruins are typically left alone, although some vermin have moved in, and there are extensive cellars and dungeons underlying

Relford Estate – a private game reserve and fortified manor house on the south shores of the Cuth Lake, the Relhard family use the estate as a refuge, and a place to plot their eventual domination of the entire Lakelands. Hunting, camping and travel on the estate is forbidden.

Whitebay Region



Climate

A temperate region, with deep snows coming north off of the mountains and hill, as well as near constant rains in the early spring. The summer is warm, and the autumn dry and long. Lake Altus has an elevation of 2,500 feet above sea level. The forests are generally level, with some patches of slightly rolling terrain, and they drain towards Lake Altus, with an average elevation of 2,600 to 2,700 feet above sea level. The Boundary Hills rise to 3,100' above sea level.

Terrain/Topography

The forests here are relatively level, draining to Lake Altus; to the northwest The Boundary Hills on the eastern edge of the region (which extend east into the West Boundary region) separate the forests from the Golden Grass Plains (which are 2,700 feet above sea level)

The River White is 115' to 130' wide and 20' to 30' deep here, and it flows through the fishing village of Whitebay into Lake Altus. Crisk Creek is about 20 to 25' wide, and 8' to 10' deep in this region, flowing over the Crack Cliffs as the Crackle Falls before merging with the River White.

Flora

The forests here are hardwood forests (oak, maple, and aspen). Within a mile or mile and a half of the shores of Lake Altus, the forest is dominated by birch, willows and alder.

The Golden Grass Plains are mostly tough grasses, transitioning to taller grasses and tough wiry shrubs (such as the thorncotton so commonly found throughout

the Lakelands), although the banks of the rivers flowing through the plains are covered with willow, alder and birch.

The Boundary Hills are covered with stunted trees, as the soil is too thin and poor to allow them to flourish. The exposed hilltops and south-facing slopes are covered with thorncotton, wild roses, buffalo berry, wolfberry and other tough shrubs and tall grasses.

Fauna

Deer are the most common large fauna in the region, although a few wild boar can be found in the marshes and sloughs. Predators such as wolves and mountain lions can also be found prowling through the forests hunting deer, rabbits, and other game. Occasionally bison wander into the forest from the Golden Grass Plains. Smaller creatures like badgers, rabbits, squirrels, raccoons, foxes, pheasant and grouse are also common in the area.

Lake Altus is known to have plentiful fish, some of monstrous size, and these fish are also found in the River White. Giant frogs are also encountered along the river banks (and they seem to be the preferred food of some of the largest fish, monstrous pike).

Land Use

The Whitebay region is primarily wilderness; the folk of Whitebay are generally fishermen rather than farmers. Only a small portion of land, about 1 mile radius around the village, has been cleared for agriculture. In the southern portion of the region, a road traverses east to west between Criskford, through to Tildale-on-Lilt and Eastbank.

Inhabitants

The human community of Whitebay is the only permanent settlement in the region, although ogres and trolls, as well as other strange creatures, are known to prowl the hills as well as the area immediately around Gnarl Cave.

Communities and Economy

The community of Whitebay (population of 260) is based primarily on fishing; there is some limited forestry and farming but evidence of such activity is only found within two miles of Whitebay.

Features of Note

Dark Cave – this cave leads to a cave network that can only be described as bizarre; explorers have encountered strange monsters, patchwork oddities and creatures so alien that even seasoned adventurers cannot begin to describe them. Even the caves themselves are disturbing; some are lit by weird glowing fungi, or by phosphorescent rock, and explorers (at least those that have returned) report strange magical effects at play in the caves, including teleportation effects, fields that shrink or slow creatures, and even in some places anti-magical effects or effects that "backlash" against magical effects used by the adventurers. While some incredible treasure has been recovered (strange gems, beautiful jewelry with an otherworldly design, and strange magical devices) this is described as a location best left for only the most seasoned adventurers to explore.

Crack Cliffs & Crackle Falls – The Crackle Falls are a series of small falls and rapids, 5 to 15' high, over which the Crisk Creek descends 130'. The creek spreads out to a 40' width over the falls, and the flowing water is only 3' deep, although many pools are present that are 15 or even 20' deep. As is the case with any waterfall in the Lakelands, there are rumors that the waters of Crackle Falls hide a secret entrance to caves, or a temple complex, or a dimensional gate, or all three. Many adventurers have sought such an entrance, and most have returned with tales of frustration; however just enough have failed to return that it leaves people wondering if there is indeed something there.

Gnarl Cave – the entrance to this cave is carved into a hillside underneath a massive, twisted black willow (a monster of maximum hit dice and hit points). The cave has a fell reputation as various tribes of ogres, trolls and even a powerful hag have dwelled here in the past, raiding the road to the south and Whitebay to the north. The black willow (Gnarl) has been defeated in the past, but it always reappears. The adventurers who defeated Gnarl in the past reported that the caves are quite deep, and they contain weird altars, pools and springs with bizarre magical effects and strange monstrosities. The druids avoid the place, claiming that it is so unnatural that their powers are weakened (the effective spell-casting level of a druid is reduced by 50% in proximity to or inside the cave).

Hill Grotto – home to a powerful druid named Ashwinter Whain, the Hill Grotto is a sacred place and neutral ground for the various druidic circles. Ashwinter himself is associated with no druidic circle, having long since abandoned such concerns to follow the path of the

hierophant. Many visitors to the Hill Grotto find it impossible to actually find the Grotto, as the paths seem to change direction, directions get confused, and so on. Only those Ashwinter is interested in speaking to manage to find their way to the Hill Grotto.

Lake Gate Ruins – situated in a valley between two hill ranges, this ruined fortress overlooks the River White. This fortress is huge, a castle more than a fort, with battlements extending past the river bank and into the water itself. The remainder of the fortress has suffered from centuries of neglect, and while the main gatehouse still stands, the walls have crumbled or collapsed in many places. Over the years the upper works of these ruins have housed a hobgoblin tribe, bandits, bugbears and worshippers of the God of Murder. Other creatures have been reported as dwelling in the dungeons, and adventurers have recovered a great deal of treasure from the ruins over the centuries. There are at least three dungeon levels, and four levels above the ground.

Sky Stone – the Sky Stone is a raised platform of rock (20' diameter and 8' above ground level) with a flat, paved surface, with two plinths rising on the this tall monolith (each about 3' in diameter and 12' high). The Sky Stone is an observatory that was used to map the phases of the moon. The clerics of the moon goddess claim that on the eve of the full moon, powerful divination spells can be cast here.

Bracers of Binding

These bracers appear to be typical **Bracers of Defense** and identify as the most powerful type, providing protection equal to armor class 2. All tests, including mock battle, will indicate this.

However, in the third round of real combat the bracers will bind together, locking the wearer's arms, preventing most attacks (monks and martial artists can use their feet at -2 to hit), and preventing spell casting if somatic or material components are required.

Remove Curse cast at 7th level or greater causes the bracers to crumble.

Note that reports exist of one set of bracers that bound and unbound upon the utterance of a command word. This item, if real, is apparently not a cursed item.

GP value 6,000; XP value nil

Dust of Forgetfulness

This translucent dust is found in small tubes stoppered at both ends. After both ends are uncovered the user may blow forcefully through the tube, dispersing the dust into an area 10' wide by 20' long by 10' high. All creatures within the area must save vs. Death Magic at -4 or forget everything that occurred during the previous hour. Depending upon circumstances the creatures may not realize what happened. Every 24 hours the affected creatures may make another save, and if successful, they will remember the lost time. Note that repeated uses are not cumulative. In most cases 1d4 tubes will be discovered at one time.

GP value 4,000; XP value 1,000

Dust of Rusting

This dust is often found in silk cloth, or occasionally in hollow bone tubes, and it appears to be a fine dust of reddish hue. When blown or tossed into the air all items containing iron must save vs. Disintegrate at +2 or rust to dust in 1d3 rounds. Magic items with a plus (weapons, armor, etc.) gain the bonus of the item +1 on the saving throw (e.g., Sword +1 gets an extra +2 on the save); all other magic items gain +2.

A silk cloth may be shaken to disburse the dust in a 10' cubic area in front of the user, while blowing through a tube will disburse the dust in an area 5'x5'x30'. It is not possible to transfer the dust to a different container; attempts to do so will result in the character being in the center of a 10' cubic area of the dust, with normal saves required.

The above applies to still air. Any sort of wind may grant the victims a bonus of +1 to +10 on the save, or may possibly include the user in the area of effect, e.g., do not blow into the wind.

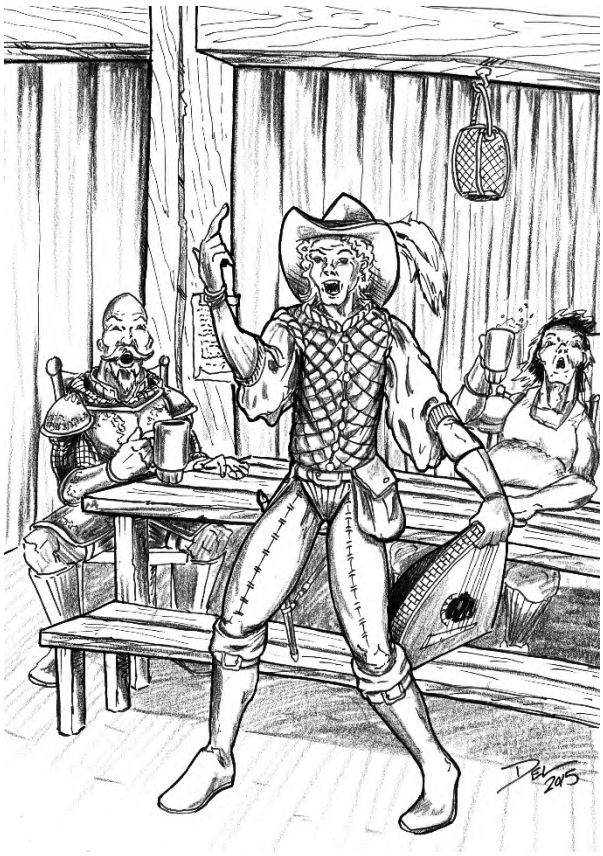
GP value 4,000; XP value 1,000

by Bryan Fazekas

Featured Fiction: Cranford's Tale

by Kevin Birge

The bard was drunk. He was doubled over with laughter, his eyes squeezed shut and his face red. The tale he had just told had been a good one, and the entire tavern—packed full and with no place left even to stand—was in high spirits. And in high thirst. Cranford the Younger was trying to answer calls for food and drink from every direction, and given the complete state of chaos in the inn he was doing remarkably well. "Jape!" The bard had taken to calling him that early in the evening. Cranford had wondered why. "Thou hast the look of a Jape." It was impossible to take offense. The bard was, after all, a hero. Adventurers were not uncommon in the Prince Henry but Cranford never tired of seeing them.



"My voice is tired, and yet the people demand another story. More ale will do." Cranford rushed to comply and everyone laughed again. He was tall and thin with a pointy nose and hands that seemed a bit too large for his body, and when he had to move fast he looked like a bag of accidents waiting to happen, rushing under or over, down or through the crowd to get to the guest. And yet, he never dropped a mug or plate. His father owned the inn, and his father had owned it before him, and running to get an order out was as natural as breathing.

In the corner by himself sat a warrior still clad in his battle armor, sharpening his longsword with an eerie single-minded concentration. In contrast to Pericles the bard's long brown hair, the swordsman had his head nearly shaved, just a few days' stubble growing through. A great scar ran from the crown of his head, down his face over his right eye and ending just above the cleft of his chin. Cranford suspected that a very good story was wrapped up in that scar and was equally sure it would be injudicious to ask.

A Halfling clad in dark grey cloth armor leaned against the wall nearby, drinking a cup of hot tea and chatting easily with a few local farmers about the finer points of growing tobacco. In contrast to the warrior, the Halfling seemed relaxed and easygoing, if a bit difficult to pin down as to his actual profession. With the exception of his weaponry and demeanor, he could have been any ordinary farmer from the Ten-shires. He clapped Cranford on the back as he passed by and asked for a menu, if he had one, when he had a moment to spare, if he could find one. As polite as they come, and he reckoned the Halfling was from the Ten-shires on account of it. They set a high store on manners in the Ten-shires.

So it went until the late hours of the night. In the quiet reaches after the lanterns were put out and the only light was thrown by the smoldering embers of the great stone fireplace, Cranford sat half asleep trying to imagine himself as one of those heroes that he brought drink for and took coin from. Perhaps he could someday be a bard himself, telling stories for an enraptured crowd and singing with a voice fit for a God. No ... no, of course not. His singing voice was terrible, he had no sense of timing, all notes sounded the same to him, and he knew that was naught but idle fancy. The path of the warrior, that would be for him. He would train and train, until he was the equal of any man in Henry's Bend, and then he would seek the right band of people and seek his fortune. He would return wealthy and renowned, his blade and

reputation both casting long shadows. And he resolved that by the time the sun set next, he would be apprenticed to the forbidding, scarred warrior. He fell asleep with the thought in his head.

* * *

Cranford's grandfather had been traveling north from Venhalla, taking his inheritance with him and searching for the right place to settle. He had it in mind to found a new port, if a suitable place could be found, and dreamed of growing a trading point for seafarers making the long, slow run up the coast from Venhalla to the Gregarrian Mountains and points further north. He had been riding north for nearly two months along the ancient coast road and had found no place to his liking.

And then he came to a bend in the road that caught his eye. The coast lay several miles to the west, a sheer drop of basalt cliff with violent, ever churning surf below. Not at all what he had expected but…this was fair country. The land was black as pitch, begging for the hand of man to till it, the weather was nearly perfect and it occurred to the Eldest Cranford that much traffic still trod this road, and there was nary an Inn for a fortnight past. And so he stopped and began the hard work of building his destiny. By the time Cranford's father was born, the Prince Henry had sprouted a village around it and farms in the surrounding countryside. And the fate of the Cranford line had been decided.

* * *

Cranford awoke lying back in the chair he had dozed off in, about a quarter hour before the crowing of the rooster. There was much to do, and the morning's labor occupied his mind, but he still had time to dream of a life of glory. And his life as it was seemed so disappointing and dull.

It was around noon, when Cranford was sitting on the back steps outside the kitchen when his betrothed came to visit him. Cranford and Mellisand had been plighted to each other as toddlers, his father's idea of a fine match. The marriage would unite the ownership of the Prince Henry with the largest farm in the area. Cranford would be very wealthy before he was middle aged. Mellisand sat down beside him, her warm presence as familiar to him as the back of his own hand. That they would be married was simply a fact of life, no more to be questioned than the rising or setting of the sun. She leaned against him. "Is something troubling you?"

"Nay. Last night was late and tiresome. I have had my fill of taking orders and running to and fro for a while." She squeezed his hand. "Soon enough you will be the one giving the orders. This is only for a little while. It was so with your father and his father as well."

And that exactly was the trouble. Cranford could see his life laid out before him like a carpenter's plumb line, straight to the end without a variation left or right. He would toil in the Prince Henry until he came of marriageable age, and slowly take over as his father faded. He would carry out his father's plan to expand more rooms out through the rear of the Inn just as his father had carried out his father's plan to add the elaborate landscaping out front that drew so many travelers in. He would marry Mellisand and have a normal, uninteresting, unglorious life. Rich in coin, perhaps, but also blessed with an abundance of mediocrity. And in that moment he bitterly hated his life and everything in it.

The bard Pericles and his band were recovered from the revel and getting ready to travel by late afternoon. He very nearly missed them, but he had to water the flower beds around the Inn and saw them readying their horses in the stable. The warrior with the great scar was just walking around the corner. Cranford never got his name. His stomach churned with anxiety at the idea of speaking to him, but he knew he must. He tried his best to look confident and brave as he walked up on him. "My Lord."

The warrior seemed to look through him. He stared.

"My lord, I couldn't help but think to myself, I am of an age to be apprenticed, if I could find the right master."

No answer.

"And I do think that with your good teaching I could easily become as fine a swordsman as yourself. I don't require a lot of food. I am perfectly able to follow orders. I—"

"Boy, get back to your kitchens. Flee me as you would a devil."

Cranford was stunned, but was ready to plead his case.

"Be silent and listen, whelp. I see two threads from the loom of the Norns a-billowing in front of you. The one is golden. That one is the life in front of you. Wealth, and peace, and hearth and home. Know ye not that many a warrior would risk his soul to have what you have been handed? You have been favored by the Gods and given all that is good in life. The other is dark and awful. That is the path of ambition that you seem to crave. I need no oracle to know this path is not for you. The Gods have blessed you, but what will they do if they are spurned? Go back to work. And know that I envy you like very few I have ever met."

The bard smiled and laid his hand on Cranford's shoulder. "He must like you. That's the longest conversation I've ever seen him carry on."

And then they were gone.

* * *

The summer passed by in a rush of days remarkable for their sameness, and Cranford's restlessness only grew. He felt moody and depressed, and very often angry at what he felt to be the unfairness of life. No heroes passed the threshold of the Prince Henry. They were, after all, situated in the Quiet Lands, far from the lairs of dragons or the wars of men. In the Quiet Lands there were the crops, and the seasons, and the vineyards and the wine. Cranford spent his time dreaming of gold, and fame, and the glory and thanks of the all the ordinary people.

Fall came on the wings of a tremendous cold snap. Night had fallen hot and humid, and the temperature plunged in the night, leaving frost on the windows and on the ground outside. In the first light of dawn, it became clear that the trees had started to turn color overnight, and people wandered outside discussing the strange weather with the breath fogging out of their mouths. The old timers thought it an ill omen, and some said that a wicked spirit had come to the Quiet Lands. The more devout made a burnt offering of a calf to the Skyfather and prayed that they might be spared from what might come. Cranford thought it all a lot of rot. It was weather. And that was all.

That morning, Cranford was tasked with hunting down a rooster which had gotten loose. Business had been slow, freeing Cranford to pursue chores he liked even less than fetching mugs of beer and plates of food. He had no idea where to start looking, so he started walking east beyond the chicken house through the fields beyond. He could see a plume of thin white smoke rising about a half mile away, rising above the treetops where the cornfields met the woods. He could picture some penniless wanderer roasting the chicken, and the idea made him indignant. Cranford had never truly suffered or wanted for anything in his life, and this made him unsympathetic to the troubles of the rootless poor that sometimes passed through looking for work or charity. He would find the theft out and perhaps deliver a thrashing—if the thief wasn't too large or intimidating.

Cranford closed the distance through the field toward the woods as stealthily as he could. He was dimly aware that he had never actually gone inside them, having been forbidden as a child and uninterested as an adolescent, but now that he thought of it, they were curious. They were enclosed on all sides by cleared fields, and no good reason sprang to mind to leave that acre or so wild, as it had been left. Perhaps the intention was to serve as a windbreak, but he didn't really know. Cranford's knowledge of farming was none too advanced. The wind changed directions suddenly, switching from blowing at his back to blowing into his face, bearing a wretched stench. The smell was unlike anything in his experience, and caused him to gag violently. He stopped for a moment, doubling over with his hand to his mouth, fighting the urge to vomit.

The smoke was still coming out of the treetops in a thin, white plume. Cranford paused at the edge of the woods. The brush was thick and thorny, and the ground was covered with ages worth of dead, rotting leaves and downed branches. He shrugged his shoulders. No chance at all of surprise, he would make as much noise passing through as a coach and four. As he stepped in he nearly twisted his ankle as he stepped on a concealed stone and his foot slid off. The light was poor, but he could make out ancient runes still visible cut into the stone. He shuddered with fear even though it was still morning. This had been a cemetery, in some distant time when some other peoples dwelt in the Quiet Lands. He didn't want to go any further, but he didn't want to go home empty handed, so he slowly worked his way into the grove.

He saw many of the strange grave markers as he moved in, and the horrid smell grew stronger. He saw a figure slumped with his back to a tree and nearly turned and ran, but Cranford was approaching from behind and his nerve held. The figure appeared to be the source of the smoke, not a campfire as he supposed. And he saw not a trace of a rooster. He worked up his nerve and stepped around the tree the stranger was leaning against to get a look at what had happened. The stranger was sitting on the ground with his back against the tree, legs splayed out in front of him. The smell drove Cranford to his knees and he emptied up his breakfast onto the ground in a steaming pile. The smoke rolled off the body everywhere and burned his eyes like strong onion. His eyes had melted to something like boiled egg white and hung limply on his cheeks.

He was still alive, and seemed to sense that someone was near. "Buuuhhhhhhhh…" As he tried to speak his jaw fell into his chest, as if the flesh holding it in place had been eaten away. His tongue was swollen to twice normal size and was blistering and smoking. He held in his left hand a strange, curved dagger covered with wicked looking symbols. Cranford understood immediately that the dagger was magical. The stranger raised his arm and

pointed with the dagger. He tried to speak again, but his tongue fell out as he did, and all he could do was make a choking sound. Cranford saw where he was pointing. On the ground, open at the stranger's feet, was a small book. The covers were of a thick brown leather so old and dirty they seemed black. The pages were brittle and brown, and were tightly covered with tiny, handwritten runes. Without thinking of what he was doing, Cranford reached down and claimed it. He shut the book and slipped it into his pocket. The stranger's neck seemed to bulge and his body convulsed. A pile of boiling, steaming flesh streamed out of his mouth and lay smoldering on his lap. He had vomited up his own stomach. Cranford stared, almost hypnotized by what he was witnessing. The knife. He must have it. No thought of summoning help had occurred to him. The book and the knife, they would be his. Just as well this man was dying—it made things simpler. He grabbed the hand which held it and started prying the fingers holding it free. Even as his soul was departing, he tried to fight to keep what was his. Cranford thought to himself that he must have prized the blade.

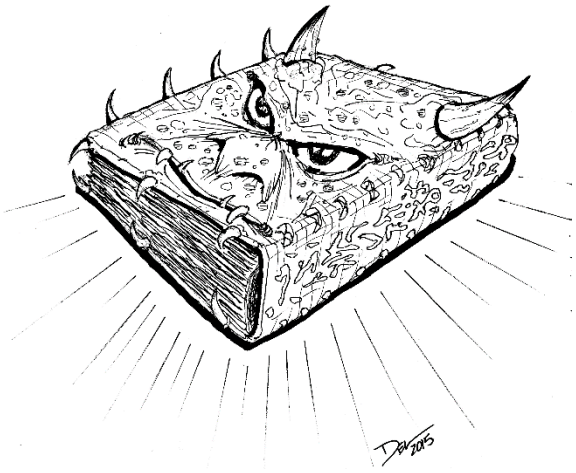
But the prize was his quickly, and then he went back home bearing the sad report that coyotes must have gotten the rooster, and no word of all of what he found in the woods.

Late that night, he lay a cloak down along the bottom of his door, drew the curtains tight, and lit a candle. He had stumbled on to magic, items of power. He felt a rush of excitement as he took the book and blade from their hiding place. This was joy. He felt alive like never before, sprung from the narrow frame of his existence and catapulted into the stories of heroes he longed to be like. He opened the book and read:

On The Making Of Pact Wyth King Starrak

Gods! He had heard of Warlocks before. A mage he had waited on once had bitterly railed against them, saying they were all frauds. They merely traded their souls for power, and had no work invested in their magic. They were base frauds without talent and unworthy of membership in any reputable Mage's guild. The Venhalla guild had just voted by the slimmest of margins to admit warlocks and sorcerers. He knew of Fey and Star and even Diabolic pacts, but never had he heard of a pact with the Lich King. And little wonder, such a man would be hunted without mercy and put down as an agent of evil.

If he were found out. But—what if he used the power for good? What harm in using the power granted by the pact to protect one's kith and kin? The Quiet Lands had no resident heroes. Perhaps his prayers had been answered. Perhaps this source of power had been delivered to him for a good reason. He longed for a life of glory and purpose. As he was, he was about as much good in a fight as a feather duster. With a pact backing him up, who knows? No one else felt the need to step up. He stayed up all night reading, and by dawn he was convinced the stranger had been denied the power because it was not meant to be his. He tried to picture himself so empowered. He would have to be discreet, of course. If ever he had to use his power in front of others, he would simply claim to have sorcerous powers. It was not unheard of.



The ritual was easy enough to perform. It had to be done in a cemetery (this explained where he found the stranger) and it had to be done in the full dark of the three moons. That vexed him, since that wouldn't be for a month yet. And no wonder the fool had failed; only two of the moons were dark that night. The smallest, Taper, was three-quarters full. He was thankful of the example he had witnessed; it gave his enthusiasm a much needed tempering. He had become quietly obsessed with the book and blade, reading the book whenever he could do so and constantly fondling the dagger in his coat pocket. He spoke little and daydreamed much. Mellisand complained that he never seemed to think of her, but he reassured her by saying that he had been thinking of how best to run the Prince Henry when the time came. His father slept poorly, saying he kept having a nightmare in which his dead wife tried to tell him something, but he couldn't hear the words because of the sound of people screaming.

Fall passed with unnatural swiftness and winter arrived early and with great force. The elders were greatly affrighted and said that someone should travel south and bring forth a priest of Ukko, but none was willing to undertake the journey in the midst of the blizzard which

had descended. The moons were due to go into full dark on the night of Fellmas, and Cranford sat in his room, sharpening the dagger as the wind roared and blew the snow sideways outside. Tonight, tonight, tonight, he thought as he passed the stone across the edge of the blade again, again, again. The day seemed one thousand years long, but at last, the darkness came.

The Prince Henry was deserted save for Cranford and his father. The elder was in his room with a fire going, and it seemed that providence had provided for everything as he bundled up to leave. He had to struggle to push the door open against the snow drifted up against it, and to his annoyance he kept checking to make sure he had the book and the dagger. The behavior was foolish but he could not stop himself from doing it. The night was loud with the rushing of winds and the cold was unlike anything he had known before but he stepped out and forced himself to walk into the wind toward the darkness where the wooded cemetery awaited.

He had gone numb in his feet by the time he stepped into the dark woods but the hand he held the dagger with felt warm in his pocket. He pulled out the blade, and sure enough, it shed sufficient light for him to pick his way. The center of the place, where the body lay, that was where it had to be done. He knew it. The body was still there, or some of it. Mostly, it appeared to have melted away. If the carrion birds and scavengers had dared to taste of it, he could not tell. He knew well enough what needed to be done. He sat down with his back to a tree and pulled out the book. He held the book in his right hand and the blade with his left.

"Great King, rightful Lord of Heavens and Earth, hear my petition." Balls of light began to flash through the air around him and the hair stood up on the back of his neck as he began the ritual. He was exultant. Tonight, he would take charge of his own destiny. "I come to thee seeking power, the power to serve as thy hands and thy eyes." He could sense that…something…was focusing its attention on him. He began to feel a sense of real dread and a voice in the back of his head began shrieking "no no no no" but he could not stop himself. The incantation went into words he did not recognize but he knew instinctively the language was blasphemous and not of the earth. The words should have tortured his throat and defeated his tongue but as he continued they seemed to be speaking themselves. Part of him wanted to stop, turn around, and go home. He should stop this immediately and pray that someone capable of dealing with these cursed objects arrive. But he found to his horror that he could not stop. He had crossed some dividing line, and he felt himself becoming more of a spectator to his own actions. His voice rose in an off pitch scream. "Starrak, I am thine! Flesh and soul, thine for all time!" He took the dagger and began to carve into the flesh of his right arm. The dagger began to ooze black acid that caused his bleeding flesh to blister and smoke. He wanted to stop, this was madness, but his body would not obey him. He was finally terrified. He had pledged himself to ultimate evil. This was not what he thought.

His thoughts were crushed flat by a tremendous voice in his head. The voice was overwhelming with power, and completely without emotion.

I ACCEPT THY SERVICE

Cranford whimpered. His body shook with cold and his arm was a column of agony.

FOOLISH BOY. DID YOU REALLY THINK YOU COULD DECEIVE ME?

The ground had begun to tremble all around him. Clods of earth as hard frozen as stone dislodged themselves as the dead in the cemetery began to rise up. He heard the sound of harsh, barking laughter in the darkness beyond and a sound like large animals running toward him. Directly before him, a skeleton pulled itself out of the ground and stared at him with eyeless cavities full of graveyard clay.

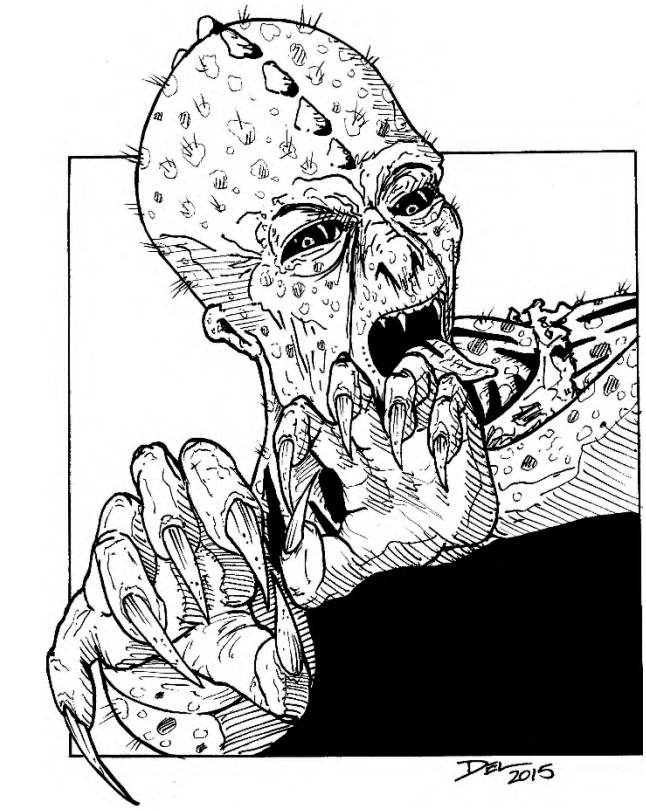
THERE IS MUCH YOU CAN DO FOR ME THIS VERY NIGHT. I HAVE EVEN SENT THEE HELPERS.

The laughing things lurched into view out of the darkness. Their eyes were black and without pupils, and they had short doglike snouts full of uneven needlelike teeth. They were vaguely human in shape, but with curved hunched backs. They seemed to prefer running on all fours. He could hear graves opening up in the darkness and the skeletons began to close in all around him.

YOU WILL EXTIRPATE THIS VILLAGE FROM THE FACE OF THE EARTH. I MISLIKE THE IDEA THAT MEN SETTLE HERE.

Cranford wanted to scream, "No!" but his mouth would not open of his accord. Instead, he stood up and started walking toward Henry's Bend. The ghouls sprinted out into the darkness and as they vanished he could tell they were splitting off into different directions. He could see in the dark as well as if he were in daylight, and he saw that a great host of skeletons followed him. As he walked across the cornfield and the village started to come into view, the skeletons charged ahead of him. He had just passed the stables when the first screams began.

Someone was ringing a bell off in the snowy dark. A voice began to shout an alarm but became a scream of terror and pain as the dead laid into him. People had begun to run into the streets, and Cranford knew they would seek the Prince Henry as a rallying point and place of safety. He felt dirty and ashamed. What would his father think? Oh, Gods. His father. His father was going to die. But what of his power? He tried to force his hand to raise itself against a skeleton that was strangling an elderly woman in the street. He could not. Instead he turned and fired a bolt of black flame toward the Prince Henry and blew the great front door off its hinges.



Half the village cowered inside. His father, still in his night clothes, stood on the stair holding an old, rusted sword. His face fell as he saw his son. Cranford's mouth contorted into a smile as the undead host rushed in and began to tear the souls inside apart. Blood and entrails slicked the floor as his father beat against three skeletons for his life. His fate was not in doubt. One of the skeletons caught him by the wrist and the sword fell to the floor. Cranford the elder's head bounced across the floor in the next heartbeat and rolled across the floor, the mouth still trying to speak as the light in the eyes went out. Cranford heard a girl's high pitched scream.

Mellisand.

He did not want to go, but he spun on his heel and went on the run to her home. The door was off the hinges, and her parents lay dismembered on the floor. The ghouls had come here, and they had her backed into a corner snapping at her and cackling. "Well met," said the ghoul, "we waited for thee before dining on the sweet meat."

Cranford started to vomit but his throat closed up on itself and forced it back down, leaving a burning in his throat. Mellisand looked and saw him. Tears were running down her face and she was fully panicked. "Husband! Please! Don't let them have me!" Cranford felt like a maul had struck him in the stomach. She had never called him husband before, but he realized that it was true. He wanted to tell her he was sorry but instead he laughed and told the ghouls "dine." He wanted to save her but instead he danced a little jig and clapped his hands as they slowly tortured and ate her.

Her mind went after a while, and when her body went limp and her eyes went blank the ghouls ate in earnest, skeletonizing in moments.

Cranford wanted to weep but his eyes would not shed tears. He was a prisoner in his own flesh. He had the power, but not the liberty to use it as he might see fit. He was a slave. In his mind, he called out to the Gods to deliver him and screamed his repentance. But the Gods are far away, and if they heard they gave no sign. And there were no heroes in Henry's Bend that Shadowmas night, and every living soul died that night.

Cranford stood in pitch black darkness with the wet, gnawed bones of his loved ones piled at his feet.

He did not move. He could not.

He did not speak. That was not permitted.

Just often enough to keep him alive, the ghouls came and fed him foul, repulsive meat, jamming their awful fingers into his mouth and shoving the morsels down his throat. The Quiet Lands became a place of ill fame, and travelers skirted around Henry's Bend, eventually causing the wealthy merchants who traveled the coast road to pave the new route. Occasionally, some foolhardy soul would dare the more direct route through the bend, but the travelers' tales say that none come back from the place where the Prince Henry used to stand.

For Further Reading

This issue's column is all about Character Races

Dragon Magazine Articles:

Aarakocra: "The Wings of Eagles", J.E. Keeping #124
Ability Score Generation: "Give Demi-Humans an Even Break!", John R. Prager #129
Armies: "Elven Armies and Dwarves-at-Arms", James A. Yates #115
Classes: "New Jobs For Demi-Humans", Gary Gygax #96
Level Limits: "Demi-Humans Get a Lift", Gary Gygax #95
Thieves: "Race Is Ahead of Class", John C. Bunnell #104
"Humanoid Races In Review", Gregory Rihn #44
"Realistic Vital Statistics", Stephen Inniss #91
"Orcs Throw Spells, Too!", Randal S. Doering #141
"The Humanoids", Roger E. Moore #63
"Boulder-Throwers and Humanoid Hordes", Arthur Collins #141
Gods: "The Humanoids", Roger E. Moore #63
"Hold That Person!", Gary Gygax #90
"The Dragon's Bestiary" #141
"Hey, Wanna Be a Kobold?", Joseph Clay #141
"How Heavy Is My Giant?", "Shlump da Orc" #13

Free Resources:

Standard and nonstandard PC races: http://www.mjyoung.net/dungeon/char/step003.html
Krynn Minotaur: http://www.mjyoung.net/dungeon/char/race012.html
Classes, Kits and Races: http://www.padnd.com/dl_ckr.php
Nonstandard races: http://www.padnd.com/dl_cr2_races.php
Smurfs as PCs among others: http://www.pvv.ntnu.no/~leirbakk/rpg/adnd/races/adnd_index_races.html
Level limits purpose, quoting EGG and Mentzer: http://rpg.stackexchange.com/questions/8017/what-is-the-purpose-of-old-school-dd-class-level-limitations
Dragonsfoot Race Attribute Table: http://www.dragonsfoot.org/fe/articles/crt3.html
List of 2E races and classes: http://people.wku.edu/charles.plemons/ad&d/races/class.html

Race and Class, a sampling of posts and articles:

Favorite race and class combos: http://www.enworld.org/forum/showthread.php?333040-AD-amp-D-needs-a-lil-love-Favorite-PCs-concepts-race-class-combo-s
Why class restrictions: http://www.theevilgm.com/2014/08/the-evil-gm-ad-1e-why-race-and-class.html
Halfling hate: http://www.gamegrene.com/node/299
Half-orc love: https://mikemonaco.wordpress.com/2009/11/19/much-love-for-half-orcs/
Race and class restriction: https://www.reddit.com/r/adnd/comments/47hwd1/add_class_race_restrictions/
Why is appealing to play nonhumans? https://www.quora.com/Why-is-it-so-appealing-to-pretend-to-be-a-race-other-than-human-in-role-playing-games
Race and class houserule: http://dnd-realm.blogspot.com/2010/04/allowable-classes-multi-classing.html
Racial aging effects (across editions): http://www.hambo.com/rpg/rules/age.html
Middle Earth races into 1E: http://www.herogames.com/forums/topic/44720-1st-edition-add-rules-for-middle-earth/
OSRIC races – a review: http://trollitc.com/2010/03/old-school-gaming-with-osric-review-races-and-classes/
Moldvay's elves versus 1E: http://grognardia.blogspot.com/2009/08/moldvays-elves.html
Old school level limits: http://oldschoolrpg.blogspot.com/2015/01/old-school-d-and-racial-level-limits.html
Race and class charts: http://adventuresinnerdliness.net/dnd/adnd/classes.html
Races and classes: http://home.earthlink.net/~duanevp/dnd/Building%20D&D/buildingdnd05.html
List of 1E races and classes: http://www.thepiazza.org.uk/bb/viewtopic.php?f=28&t=4926
Class in min/maxing your PC: http://gamecoma.com/272/how-to-make-a-very-powerful-dd-first-edition-character/

& Magazine on the Net

The *& Publishing Group* is active in these venues:

LinkedIn: http://www.linkedin.com/company/&-publishing-group?trk=prof-following-company-logo

Facebook: https://www.facebook.com/andpublishing

Google+: https://plus.google.com/u/0/b/117421612009560237481/117421612009560237481/posts

Twitter: @andmagPublishin

Tumblr: http://www.tumblr.com/blog/and-mag

Fans can get news of upcoming & publications at all of these, plus even more places:

Our forum on **OSRGaming** is always active! Most of the *&* staff members post regularly.

http://osrgaming.org/forums/viewforum.php?f=110

We have two threads on Dragonsfoot. The first is the Non-Dragonsfoot Publications, public service announcements of D&D publications not published through Dragonsfoot, where you can find news of many publications besides *& Magazine*! The second is our feedback thread.

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=56145

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=26003&p=1333624#p1333624

And you can find *&* news in a variety of other places!

FirstEditonDND Yahoo Group

http://games.groups.yahoo.com/group/FirstEditonDND/

Pen & Paper Games

http://www.penandpapergames.com/forums/showthread.php/23274-New-old-school-D-amp-D-magazine-free?p=181105

RPG.NET

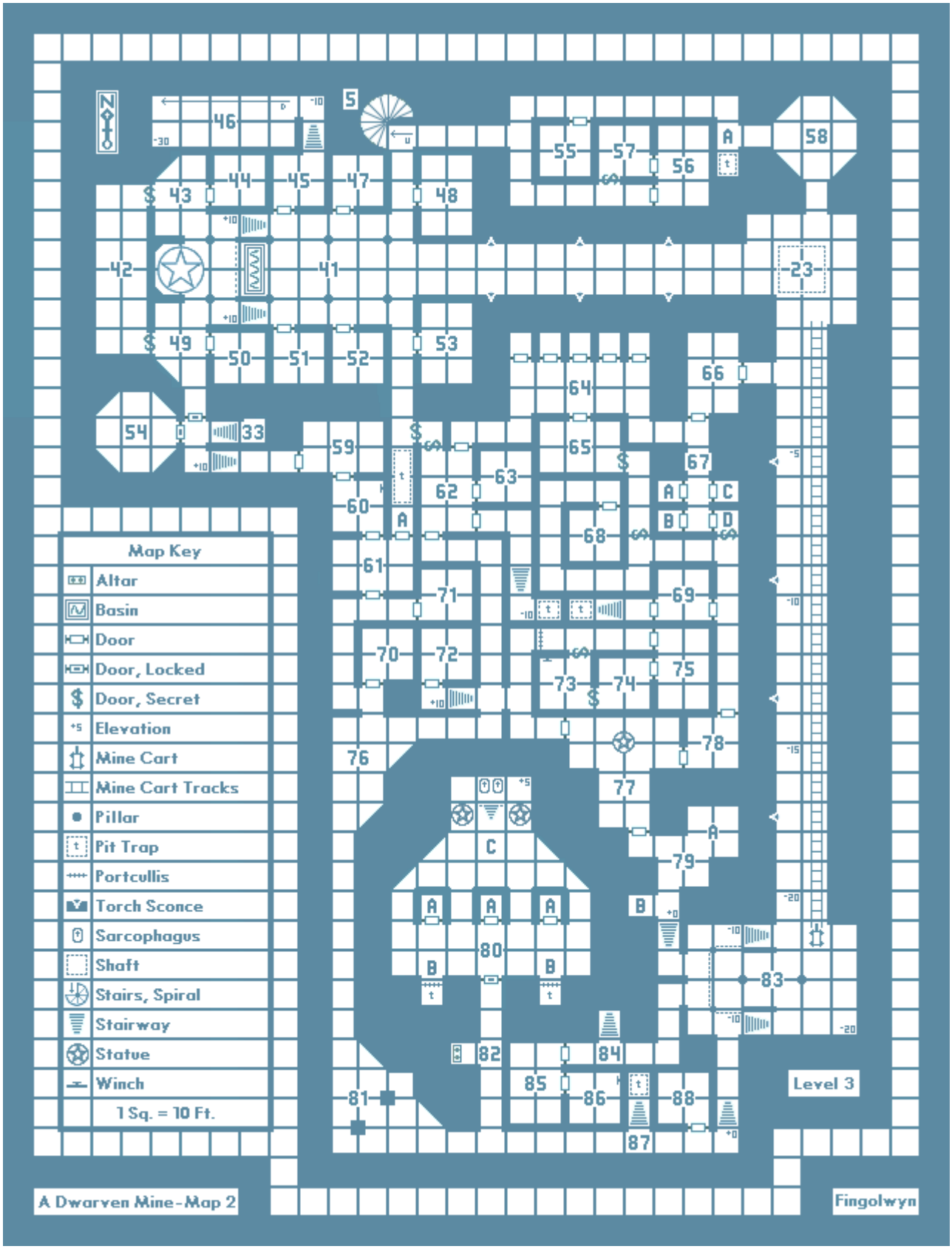
http://forum.rpg.net/showthread.php?638167-New-old-school-D-amp-D-mag-f

USENET

rec.games.frp.dnd alt.games.adndfe rec.games.frp.misc

Map 2: Dwarven Mine #2

by M. W. Poort (AKA Fingolwyn)



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- Mythologies and Deities

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Companion Animals

Coming in December 2016!

This issue may include:

Animal Amalgamations

Dogs of the Lakelands

Political Treasures in D&D

Who Let the Dogs Out

Coming in March 2017, Issue # 15:

Not Demons Nor Devils

This issue may include:

Hags of Hades

Daemon Politics

Making the God Call

The Maleficent Mature

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